How Not to Get Screwed

Being a loser is worse than taking a tuba up the ass. Not that we have firsthand experience or anything, but nobody likes to take it up the ass with a tuba. To avoid similar pain and everlasting shame, it's time to get your act together and *kick ass* when you take to the neighborhood. Relax, it's all right here for you. We cover the basics with tags that tell you what not to do ( ) and what will make you successful ( ). So study up the following chapter like it's not homework, know your perks from your jerks, master your combat moves and party invites, and avoid musical instruments for the next three days.

use these controls

ignore your friends, doofus!

Friends are more than text buddies who live in a safe place where you can toss off your kicks and raid the fridge. They're your status symbol—the way you increase your social standing in the game. The more friends you earn, the more perks you can pick up. You receive a new perk at the following friend totals: 7, 12, 18, 25, 35, 45, 55, 70, 85, 100. Track your friends in the bottom left corner of the Home page (a picture of each is shown with total friends listed), and you might want to detour from a quest to go friend hunting when you're close to receiving that next perk. For complete descriptions on how to befriend every friendly in South Park, turn to the "Welcome to South Park" walkthrough section. Best advice we can give: Make a habit of talking to everyone—even strangers.

check your account like a social media junkie

Your Home page holds more than your friends list. The top left section, under your picture, shows your statistics. Aside from a never-to-be-mentioned-again visit to the abortion clinic, your gender and other constants (age, relationship status, location) won't change. You might, however, want to check on your level (LV) and the bar next to it to figure out how much experience you have left to reach the next level—or, how many random beatings can I squeeze in between quests to level up?! You can also check on your net worth—how much money you have pocketed from loot—and each time a social network message pops up, click to your Home page to read the post. Sometimes social network posts give you quest clues or helpful advice—and sometimes they're pee-your-pants funny—so pretend you're a social media junkie (maybe that's not much of a stretch) and access social network regularly.

let rust pile up on your pointy things

The second menu page, your inventory, displays your gear—stuff like weapons, costumes, eyewear, makeup, and, yep, even junk. Immediately after you receive a new weapon or piece of clothing, look it up in the inventory. You don't want to forget about it only to find out hours later that you've been a pinhead and left an upgrade in your pocket. A green arrow next to the item's description shows a potential upgrade in that slot; a red arrow means it's probably not an upgrade. A pentagon symbol next to the item's picture represents an empty slot (a strap-on for a weapon, a patch for costume pieces), which you can use to plug in various effects to make the item more powerful. Two slots is even better than one. Each time you gain gear from a loot drop or from a vendor, look at the item's effects (and, in a weapon's case, its damage value) and decide if you want to try it out on the next pansy-ass that comes your way.

stock up on snacks

You can find consumables or buy them from shops or vending machines. If you have the extra cash, stock up on snacks to increase your combat effectiveness. You always want to have handy Health Potions (to regain HP), Cure Potions (to remove harmful effects, especially Gross Out, which prevents you from healing), and Revive Potions (to bring back a fallen buddy, or have one bring you back). It's a bonus to have other consumables like Power Potions (to use abilities more frequently) and Speed Potions (to attack more often). When you get the munchies in the middle of a sweaty conflict, take advantage of these combat effects:

Snack Effects

Consumable	Snack Form	Effect	Combat Use
Cure Potion	Bottled Water	Removes negative status effects	Save to remove Gross Out or painful effects like Burning
Health Potion (Large)	Snacky Cakes	Restores 60% HP	Heal major wounds
Health Potion (Small)	Cheesy Poofs	Restores 40% HP	Heal minor wounds
Mana Potion	Chipotle Burrito	Adds 70 mana	Get medium boost to mana
Mana Potion (Large)	Beans	Adds 120 mana	Get large boost to mana
Mana Potion (Small)	Apple Juice	Adds 30 mana	Get small boost to mana
Power Potion	Soda Bottle	Restores 10 PP	Rejuvenate power points
Revive Potion	Taco	Revives fallen buddy	Bring back a fallen buddy or have one bring you back
Shit Nugget	Turd	Inflicts Gross Out effect	Prevent enemy healing
Speed Potion	Tweek Bros. Coffee	Adds haste effect	Attack twice
Strength Potion	Weight Gain 4000	Increases attack and defense	Gain Attack Up and Defense Up effects
Water Balloon	Balloon	Removes enemy bonuses	Negate enemy effects

spend your ability points blindly

You receive an ability point each level, and you will be tempted to spend them right away. Don't. First look at when your various abilities open up and what else will be available down the road. For example, a level 5 Thief has two abilities available—Backstab and Mug—and if you want to max out on both you'll be spending points that you may want to save for higher-level abilities. Instead of spending all those ability points early, you may want to save a point to pick up Execute at level 6. Since the ability chains overlap, you can't get everything as soon as the abilities unlock, so plan how you spend ability points based on your play style and your current needs. A Jew who wants to control crowds better will want to pick up Whirling Doom at level 8 rather than Shear Agony, to better deal with multiple foes.

max out an ability if you want the full effect

However, you usually want to max out an ability chain once you've invested points in it. The more expensive effects are generally worth the effort of reaching them. You will probably be able to max out three full ability chains by the end of the game; if you decide to spread out your ability points to four or five chains, you won't be able to max out much of anything, so weigh the benefits of your abilities before making those purchases. A Fighter, for example, begins with a choice: dive into the Assault and Battery chain to max out for big-time damage with his bat, or go with Roshambo and max out his stun and Gross Out abilities to better control difficult foes. You have a lot of choice with your abilities; measure your gear effects and buddy abilities before making the ultimate choice with your own ability points.

try to be another class with your perks

The more friends you recruit, the more perks you earn, but more perks won't transform you into a dual class. As tempting as it may be to pick up perks that give you some flexibility—say, Mauler for extra melee damage when you're a ranged Mage—it's generally better to use perks to make you even more powerful in the things you do best. For example, if you find yourself relying on your special abilities often, invest in Apprentice to increase your PP by 20 percent. If you love your ranged abilities, Marksman with its extra ranged damage makes sense. Be careful, though, of basing your perk purchase off your current weapon. The perk might complement it well enough, but you may upgrade to a completely different weapon in the next loot drop and never benefit from the perk again.

pick up some of the no-brainer perks

You can't go wrong with several perks no matter what your class or play style. Growing Boy helps everyone: It increases your HP by 20 percent. Let It Slide makes debuffs applied to you last one fewer turn than normal—always a good thing—while its opposite cousin, Lasting Impression, makes your status effects last one turn longer. And who doesn't want extra damage with the first attack each combat? That's exactly what Sucker Punch gives you.

shit your pants

If you forget to fart and let your mana build up to 150, you shit your pants. It's really embarrassing when you retreat from combat and let a brown puddle ooze around your ankles, so pay attention to your bowels, please. In combat, your fart-powered attack strikes for extra damage; unless you have a weapon that triggers effects off of multiple hits, you should consider expending your mana in combat on a fart-lifting weapon swing. Just check to see you have enough mana to do it; you can't do it round after round unless you're packing beans up the wazoo.

Magical Toots

Magic Power	Given by?	Where?
Dragonshout	Cartman	Kupa Keep
Cup-a-Spell	Cartman	Kupa Keep
Sneaky Squeaker	Randy	Community Center
Nagasaki	Terrance & Phillip	Vancouver

let it rip out of combat, too

Your magic powers are arguably better outside of combat. Dragonshout can blow through barricades, and you'll use Cup-a-Spell the most to waft flames into foes and flammable materials. Always look for setups in the environment to avoid combat; even taking a single opponent out of a fight with a smart Cup-a-Spell can make the difference in large group battles. Sneaky Squeaker allows you to avoid combat altogether by distracting enemies with a gas bomb. The Nagasaki shakes loose objects or shatters them when you let loose a bowl buster. Use it and some of your other magic powers to figure out puzzles, bypass obstacles that impede progress, or discover a secret passage for unexpected rewards.

lose the Stick of Truth

Okay, so that's going to be nigh-impossible. Cartman and company seem to hold onto the Stick about as long as quarterback Mark Sanchez holds onto a pigskin. If you pay attention to your Quest page, though, the hunt for the Stick of Truth will be revealed through your main quests (you know, the ones marked with a stick). Check your quest objectives frequently to see what you've completed and what your next step should be. You can even jump to the map from your objective for a visual clue on where to go. Your right and left buttons cycle through active and completed quests for your reference.

complete as many friend collection quests as you can

Side quests are fun, but you don't have to do them during the main storyline. After you finish the main storyline at the end of Day 3, you'll have a chance to complete all the side quests in Day 4. Most important, you want to finish off as many friend collection quests as you can to rack up perk points. Early on, seven friends equals a perk, and even though it takes more friends later to unlock perks, it's worth running around town talking to everyone to get perks to use against the tougher foes in your main quests.

get lost, unless you're just jerking around

With a push of a button you can see an overview of all of South Park. Beats your cell's GPS even. At first you'll be isolated to your block, but soon you'll be traveling around the town like a pro. Learn your directions and get used to landmarks (left from your house is the bus stop, then the school; right from your house is Cartman's, then all the way down on the end is Kenny's house). Your position is marked with a big yellow arrow, red Fast Travel Flags show you points you can move between quickly, and anything marked with an exclamation point is an active quest objective. Toggle from quest view to treasure view with the left and right buttons: quest view shows the quest objectives, while treasure view displays loot stashes you haven't collected yet around town.

use your Fast Travel Flags

Unlock every Fast Travel flag you see. You have to hoof it around town at first, but once you unravel a Fast Travel flag, you can jump directly to that flag from any other Fast Travel flag. Unlock them all and you can bounce around town almost instantly (plus you complete the "Fast Travelin'" side quest). Each time you set off on a quest objective, check your map for the nearest Fast Travel flag and jump there to speed up your journey.

think you can waltz right into any location

Try to walk into the Dark Meadows gated community and you'll get maced in the face by the guard. Try the door at South Park Elementary before you receive the "Detention Sentence" quest and you'll find it locked. You can't just waltz right into any location. Some are unlocked by quests, others by special keys, and some you might have to beat enemies to enter. Explore South Park fully; there is a way into every area, but it might take you a few levels to figure it out. For more information on all of South Park, see the "Walkthrough" section.

come prepared for infiltration or exploration

If you want to waltz right into Dark Meadows and break the security guard's kneecaps, don the Gas Mask and have at him. Search through all the open houses and collect as many special keys as you can fit in your pocket to open garages and other areas. Be smart about your infiltrations or explorations. For example, if you see a gang of elves hanging about City Wok, expect an ambush and prepare for that fight ahead of time before entering. Get caught without Cheesy Poofs and you deserve an undignified thrashing.

pretend you're too old for Chinpokomon

You're a fourth grader for god's sake. What true-blooded, American fourth grader doesn't want to burn through his parent's bank account for a complete collection of the latest, greatest collectables! You can see all 30 Chinpokomon on the Collectables page. You don't own silhouetted ones; the full-color ones are all yours. Search in trees, air ducts, and bedrooms for the hidden Chinpokomon—basically, anywhere some clever kid could have stashed one—and fill up your collection. Chinpokomon may not bring you the power of a Japanese Ultraman, but they make comfy pillows.

review your equipment and quest items

You can also check out your equipment and quest items with the left and right buttons. As with the Chinpokomon, silhouetted equipment isn't in your inventory; full-color displays are. If your equipment has a number under it, that piece is part of a set (1/3 would mean, for example, that you have one of a three-piece set). The Quest Items page shows you important items you use to complete quests or unlock new areas. For example, the Tweek's Brewmaster Stash Key opens the loot drop in Tweek Bros. coffee shop's back room, while the Blood Orange draws out the Bloodsucking Fruit Bat for the "Big Game Huntin' with Jimbo" side quest.

diss Butters 'cause he's a born victim

Butters is the first buddy you meet outside your house on the sidewalk. Just because he's the first companion—and just because he's getting beat up by a lame-ass elf—doesn't mean you should push him aside. All buddies have their uses, and having any buddy next to you in a fight is a plus. Think about it: Even if they just stand there as stiff as a telephone pole, enemies still attack them, which means they aren't attacking you! Beyond being human shields, buddies have many useful combat abilities that can help you with damage, healing, crowd control, and general all-around chaos. Butters, Kenny, and Cartman join you at Kupa Keep for the humans. Kyle, Jimmy, and Stan join you at the Elven Kingdom for the elves. Based on your class and play style, experiment with each buddy as you unlock them to see which is the best fit by your side.

command buddies outside of combat

Buddies have functions outside of combat too. At certain points during the main storyline, you will need to ask assistance from one of your buddies to continue onward. You can command Butters (for example) to heal injured allies, Kenny flashes his breasts to distract enemies, and Jimmy grants you access to handicapped areas. With a click of a button on the Party page, you can trade buddies in and out of your party, so try out all their combat abilities and call on a new buddy any time you think a command will carry you forth. For more information on your buddies, flip to the “Buddies & Bastards” chapter.

get caught with your pants down in combat

You don’t want to get caught anywhere with your pants down, especially not in combat, where Cartman has trained you over and over that your balls are vulnerable. Do the responsible thing and protect your balls in combat—pay attention to all your combat variables. Check your HP versus your opponent’s HP as you enter combat and gauge how far down you are when you get wounded so you know whether to crunch on a snack or not. Monitor your PP and your mana as well: power points for exploiting your special abilities in combat, and mana for tapping into the power of gas warfare. Remember to check opponents’ armor values to plan your attacks properly, and survey status effects to know when you have to pop open a water bottle for yourself or douse your opponent in a heal-preventing Gross Out effect.

practice until you’re perfect

Perfect Blocks and Perfect Attacks are key on the battlefield. If you can Perfect Block every enemy attack, you will take significantly less damage per round. Perfect Blocks will definitely keep you alive long enough to heal up from a snack. Perfect Attacks usually activate your special abilities. If you want your powerful abilities to go off, you’ll have to learn to time your attacks to the combat flashes and maximize your assaults.

always hit the first guy in front of you

As tempting as it may be to pound the grin clean off the bully directly in front of you, it’s not always the best idea. Before you launch an attack, scroll over each of your opponents and note HP and titles. Their hit points will give you an idea of their relative strength, and once you learn the familiar enemy titles, you’ll know that a Priest or Druid casts healing and resurrection spells, while a Protector or Defender is more heavily armored. Plan accordingly. Break out the ranged weapons to fire on enemies in the back row, especially if they have nasty status effects that can seriously alter the momentum, or switch to armor-piercing abilities to damage enemies equipped with shields. Ultimately, think before you act.

gang up on a single opponent when possible

You should team up with your buddy as much as possible. Concentrate on a single opponent until he’s down. Obviously, the more opponents standing, the more damage you will take. Knock off enemies one by one, starting with the one with the lowest HP or the one with the most potentially deadly ability. If you spread out your damage evenly, combat will last longer and you will run a greater risk of dying or depleting your snacks faster than a competitive eater at an all-you-can-eat buffet.

panic if you can’t reach someone

Enemies in the back row sometimes can’t be targeted if they’re protected by their brethren up front. You can switch to a ranged weapon or, for groups of three or more, use your best multiple-opponent ability to spread around the damage and status effects. Against large groups, it’s important to kill at least one or two enemies quickly, so abilities that stun (give you more time to survive), burn (deal extra damage over time), or inflict bleeding (turn them into a human sieve) will make a significant difference. Worst case strategy: Kill the front-row foe quickly, Perfect Block the back row’s attacks, heal from snacks, then deal with the remaining enemies as they open up to attack.

break out the big abilities against groups

Save your PP for the more powerful effects against groups if you have three or more enemies hungry for your throat. As much as it's nice for a Fighter to crush a single opponent with major damage from Assault and Battery, it's even better to Ground Stomp them into roadkill. Once you're adequately equipped, you and your buddy should easily handle two-on-two battles. You only need to tap into your power points in the event of an enemy swarm.

mix up riposte and reflect

Dude, you will look like the fool if you can't figure out what's happening in a riposte or reflect stance. It's like not knowing your right from your left. Riposte reflects incoming melee attacks; reflect bounces back ranged attacks. You've gotta know your status effects, and you have to know the effect symbols or you'll be pwned like a little bitch while you drool at the screen in confusion.

Gross Out opponents and buff allies with Ability Up

A debuff is a negative status effect that you slap on opponents to weaken or kill them. A buff is a positive status effect that you use to beef up your buddy or yourself to increase your chances of winning the combat. Some buffs and debuffs are the natural side effect of an ability, and some you can gain from consumables (a little Shit Nugget down the gullet will make any enemy puke). Many effects trigger off Perfect Attacks, so practice timing your button push with the character's combat flash to score a Perfect Attack and dish out status effects.

Combat Status Effects

Status Effect	Description
Ability Down	Makes abilities less effective
Ability Up	Makes abilities more effective
Attack Down	Makes physical attacks less effective
Attack Up	Makes physical attacks more effective
Bleeding	Causes bloody good damage
Burning	Causes a burning sensation that isn't a touch of athlete's foot
Channeling	Channels a powerful attack
Defense Down	Defense of incoming attacks is weaker so you take more damage
Defense Up	Defense of incoming attacks is better so you take less damage
Dodge	Avoid incoming attacks as if it were gym class
Enraged	Target gains Ability Up, Attack Up, Defense Up, and Haste
Gross Out	Causes Gross Out damage and doesn't allow for healing with consumables
Haste	Attack more frequently
Nazi Zombie Resurrect	Brings the dead back to life
Pissed	Enemies are mad and can only attack one target that has pissed them off
Reflect	Bounces back an incoming ranged attack

Regen	Regenerates hit points
Riposte	Reflects incoming melee attack damage
Screwed	The inflicted target has three turns to finish combat before being KO'd
Sleep	Target goes to sleep and misses combat turns
Slow	Delays your next action turn
Stun	Target is unable to block/hit until hit again or effect wears off

brag until you've earned at least two achievements

Achievements can be unbelievable feats you didn't even know you had in you, or they can be automatic accomplishments for completing tasks, like finishing certain quests or hitting a certain level. But let's get this straight—you aren't allowed to brag to your friends until you have at least two respectable achievements checked off. One achievement could be a fluke; two impressive feats and your skills are so awesome you're in the running for the new manager position open at your local taco joint.

earn more achievements if you have OCD

If you have obsessive-compulsive disorder and you can't sleep if there's still an achievement undone, then please complete them all for your sanity's sake. Most of the rest of us will be happy when our butt explodes and we receive an achievement or get rewarded when we kill enough enemies to make Genghis Khan jealous.

play hardcore unless you enjoy inconvenience

Remember to save the game whenever you complete a crucial quest objective or discover an upgrade to your items. You don't want to try and be a tough guy and play without saving—that road leads to frustration. Better to save regularly; you can always return to a previous save if you missed something or want to redo a portion of a quest. For example, you may want to save at the end of the "PTA Problems" quest and before you choose Cartman or Kyle for the "Attack the School" quest. That way you can always go back and replay through the school for the other team.

rely on auto-save to bail you out

If you forget to save, there's always auto-save. The game automatically saves for you at important junctures. If your last save isn't exactly where you want it to be, try the auto-save, which generally saves only an encounter or two prior to where you're at currently. If you want to immediately replay a battle, auto-save is generally the best option.

die

If you die, you're, um, dead. Kaput. See you in the next life. But in combat your buddy has to die too. If he's still alive, use a taco (Revive Potion) to revive yourself and survive a little longer. If you both perish, it's curtains and you'll have to revert back to the last save point and pick it up from there.

live long enough to see Mr. Slave's rectum

C’mon, with a hint like that, you know you want to see the end of the game.

Classes
Fighter

Strengths

Weaknesses

You swear off brass knuckles 'cause you want to see your own knuckles bloodied. You smoke a pack a day—all at once. You still like the feel of Kenny's Bloody Club even when handed an Alien Ray Gun. You're the tough guy of the bunch, the Fighter, the class that beats enemies till their mommas can't recognize them.

Why Choose This Class

If you like to pound opponents with a Bull Rush or cause some pain with a baseball bat, you've picked the right class. The Fighter can lay the smackdown in melee and has a few tricks up his sleeve—a little Roshambo, anyone? Whether stunning a helpless dude or irritating the shit out of whole groups with your bull horn, the Fighter is more than a jackhammer, but he excels for sure when splitting skulls.

Special Abilities

You are built to bully and bruise. Your early special abilities cause excessive damage, with some fun special effects, like stunning, haste, healing—oh, and vomiting—mixed in. Later special abilities target large groups with buff reductions and negative effects.

Assault and Battery

Play ball! Grab your bat and baseball and redefine the meaning of *slugger*. To activate **Assault and Battery**, you must throw the baseball up in the air and time your swing of the bat to connect as it drops back down. Do it correctly and you'll hit an additional enemy. **Assault and Battery II** increases your damage, while **Assault and Battery III** increases damage if your opponent is already slowed or stunned. **Assault and Battery IV** can restore a small of amount of HP for each hit. **Assault and Battery V** leaves no doubt that you're the reigning MVP—each swing of the bat inflicts extra bleeding damage.

Roshambo

If you can time your rock-paper-scissors attack—hitting the button perfectly with each maneuver—you stun your opponent. This makes **Roshambo** your most powerful attack against a single opponent if you can execute it perfectly. **Roshambo II** delivers a follow-up kick that ignores armor and shields. The final three incarnations add effects on top of the stunning. **Roshambo III** makes all remaining enemies cower in terror and suffer a Defense Down debuff, but only if you knock out your target. **Roshambo IV** forces your opponent to vomit, adding a Gross Out effect to the stunning. Even better, **Roshambo V** delivers Gross Out to all enemies if you knock out your Roshambo target.

Bull Rush

Charge into your opponents to strip armor and shields and leave them with a Defense Down penalty. **Bull Rush** is the optimal attack for those defensive enemies that look to take you deep into a fight. **Bull Rush II** increases your damage, and **Bull Rush III** increases damage based on your armor value. Give your opponent the shaft with an extra helmet spike for additional bleeding damage when you perfectly execute **Bull Rush IV**. Speed up your attacks with haste if you knock out your target with the final ability in the Bull Rush chain, **Bull Rush V**.

Horn of Irritation

If you want to spare your partner, taunt your foes with **Horn of Irritation** and strip them of all benefit buffs in the process. **Horn of Irritation II** strips buffs from all enemies in the fight, while **Horn of Irritation III** reduces all your foes' attack and defense values. Throw up a **Horn of Irritation IV** when you want to increase your team's attack and ability damage. To make everything cheaper, purchase **Horn of Irritation V**.

Ground Stomp

Your highest-level ability, **Ground Stomp**, allows you to crush all foes in the battle with a deadly aerial pounce that inflicts more damage if you time it right. **Ground Stomp II** deals extra damage based on your armor (it combos well with Bull Rush), and **Ground Stomp III** deals extra damage against your primary target. Inflict Attack Down on all your enemies with **Ground Stomp IV** and stun them for a turn with the awesome **Ground Stomp V**.

Fighter Special Abilities

Ability	Description	Power Points	Level
Assault and Battery			
Assault and Battery I	Swing for the fences, dealing smash damage! When hit perfectly the ball can damage an additional enemy.	6	1
Assault and Battery II	Improved batting technique increases your damage.	8	2
Assault and Battery III	Stunned targets take additional damage from your baseball bat swings.	10	3
Assault and Battery IV	Each swing of the bat that connects restores a small amount of HP.	12	4
Assault and Battery V	Each swing of the bat now inflicts bleeding damage.	12	5
Roshambo			
Roshambo I	A swift kick in the balls resolves a surprising number of disputes. Stuns your foe if done perfectly.	11	2
Roshambo II	If you successfully stun your target, you can now deliver a follow-up kick that will ignore armor and shields.	14	2
Roshambo III	If your Roshambo knocks out your targets, all remaining enemies cower in terror and suffer Defense Down.	18	3
Roshambo IV	Your perfect aim renders your foe vomiting in pain, inflicting Gross Out in addition to stun.	23	4
Roshambo V	If your Roshambo knocks out your targets, all remaining enemies suffer Gross Out.	23	5
Bull Rush			
Bull Rush I	Charge headfirst into an enemy. If successfully performed, it strips armor and shields and leaves your foe with Defense Down.	12	5
Bull Rush II	Increases the damage of your Bull Rush move.	14	6
Bull Rush III	Deal an additional amount of damage based on your armor value.	17	7
Bull Rush IV	When perfectly executing your charge, you can now follow up with a helmet spike that deals additional bleeding damage.	20	8
Bull Rush V	Gain haste if Bull Rush knocks out your target.	20	9
Horn of Irritation			
Horn of Irritation I	Strips buffs from your primary target while taunting all foes, forcing them to attack you without special abilities.	16	8
Horn of Irritation II	Horn of Irritation now removes buffs from all enemies in combat—not just your chosen target.	17	9
Horn of Irritation III	Your horn now deafens your foes, leaving them with reduced attack and defense.	18	10
Horn of Irritation IV	Your war cry of annoyance now rallies your team with increased attack and ability damage.	19	11
Horn of Irritation V	Greatly reduces the PP cost of using Horn of Irritation.	10	12
Ground Stomp			
Ground Stomp I	Crush your foes with a deadly aerial pounce that hits all foes. Deals more damage if done perfectly.	30	10
Ground Stomp II	Learn to really throw your weight around, causing Ground Stomp to do extra damage based on your amount of armor.	33	11
Ground Stomp III	Inflict additional damage to your primary target.	36	12
Ground Stomp IV	Disorient your foes with your assault, inflicting Attack Down on all enemies.	40	13
Ground Stomp V	Causes Ground Stomp to rock enemies (literally), stunning them for a turn.	40	14

Perks

Necessary Roughness is a sweet perk if you plan on combining it with Roshambo; a 50 percent damage increase to stunned targets can make a huge difference against stronger opponents. Horn of Irritation becomes less dangerous when you taunt foes if you pick up **Grofer** and its ability to lessen damage against Pissed Off enemies. **Mauler** is a no-brainer: Your melee weapon attacks deal extra damage, and you love nothing better than breaking out the hand-to-hand hurt. If you plan on using bleeding abilities like Assault and Battery V and Bull Rush IV, look to purchase **Bloodlust** to pump up your damage even more.

Gear

The **Laser Sword** inside of the Fourth Grade classroom of South Park elementary is your premiere melee weapon; once it's claimed, you'll likely rely on it the rest of the game. There are weapons that deal more damage per hit than the Laser Sword, but being imbued with Shock start +100 fries most targets quickly. Aside from that, its Warrior's Rage trait will earn you Attack Up for executing a Perfect Attack, making each strike more painful than the last. For that special Fighter pizzazz, check out the **Barbarian Armor**. Found in the Catacombs of Quebec up in Canada, it adds 110 armor, gives you Attack Up at the start of combat, and makes you look as buff as Conan—you know, the man-mountain not named O'Brien.

Combat Tactics

All battle scenarios assume you're not taking on two clowns that can barely tie their shoes. Just use Perfect Attack and Perfect Block to crush that competition. The battle scenarios that follow give you tips for fighting bosses, mini-bosses, and annoying opponents that require more finesse and greater firepower.

Battle Scenario 1: Melee

If you can time your button pushes well, Roshambo is the way to go. Stunning an opponent takes them temporarily out of combat; you can deal damage to them, and they miss attacks on you. Against a heavily armored enemy, Bull Rush and try to rank up to at least Bull Rush III so you can earn extra damage for the armor you're wearing. Given a choice of melee targets, generally you want to pound the one with fewer hit points. If you can drop an enemy, there's no chance of counterattack, which means less damage you have to withstand. If you know a target has a deadly special ability, then that foe should become the priority.

Battle Scenario 2: Ranged

When you can reach the enemies in the back row, there are a few more decisions to make during combat. You rarely fight four or more foes, so the defended enemy (one not able to be hit by melee attack) will be your ranged target. Generally, ranged weapons deal less damage than melee weapons—you're giving up damage to strike at difficult targets—but it's worth concentrating on ranged foes to remove them from the fight if they have potent abilities (particularly those that raise the dead). It's also possible to harass enemies by striking a foe with a single ranged attack to stack on a negative effect (say, Gross Out, to prevent healing) or to add an increased-damage effect such as burning or bleeding. While you switch to other enemies in the battle, the ranged foe continues to take damage from the damage effect.

Battle Scenario 3: Multiple Targets

Once you have the proper gear, you should beat almost any group of two opponents. Fighting groups of three or four opponents gets tricky; most of the time you need to break out some of your multiple-target abilities to kill off more than one enemy at a time if you want to survive. The Fighter's Horn of Irritation abilities will weaken multiple opponents, but it's your Ground Stomp once you reach level 10 that will deliver major damage. At lower levels, you'll have to rely on your buddy to help you out with crowd control. Jimmy's Lullabye and Stan's Whirlwind Slash, or even Cartman's Flame Strike against the first two foes in a row, can even the playing field quickly for the home team.

Battle Scenario 4: All Out

Your ultimate attack chain, assuming you have enough power points, goes something like this: Roshambo, Roshambo, Bull Rush, Assault and Battery, repeat until spent. Roshambo stuns your opponent if you time your rock, paper, scissors button mashes. Bull Rush inflicts moderate to heavy damage, and if you can reach Bull Rush V you can speed-up your attacks with the haste effect. While your opponents are still recovering, whack them with Assault and Battery for even more damage and a chance at healing or bleeding if you've put enough points in. Repeat the process until you run out of PP, and under this barrage your opponent will barely be able to lift a finger against you while you'll be able to break every bone in the body.

Classes

Mage

Strengths

Weaknesses

You command the elements—fire, lightning, frost—at your fingertips. You're a benevolent soul who freely shares "dust" with your opponents and puts them in a helpless stupor. You love the smell of napalm in the morning and the whiff of natural gas just before everything goes kablooey. You're the spell-caster of the bunch, the Mage, the class that roasts, fries, and freezes enemies while they're still scratching their asses.

Why Choose This Class

If you like to burn opponents from afar or crack 'em over the head with a big wooden stick, you've picked the right class. The Mage excels at ranged attacks, striking multiple opponents with potent spells. You can rain flame down from the sky, melt armor with hair-raising lightning bolts, flash-freeze enemy limbs—even the ones south of the equator—or hurl a ball of explosive joy at your foes. Take your pick.

Special Abilities

Ever hear the phrase, "Speak softly and carry a big stick"? You've got the big stick covered. You may have to speak up, though, to be heard over the enemy screams as gouts of flame hit their naked flesh. Mass numbers of adversaries will perish, no doubt, when you bust out the special abilities.

Dragon's Breath

Leave good sportsmanship aside, light your firecracker, and stick it right into your opponent's face. Mash your button repeatedly to have **Dragon's Breath** set your opponent burning. **Dragon's Breath II** increases your damage, while **Dragon's Breath III** widens the damage to other enemies. After using Dragon's Breath successfully, **Dragon's Breath IV** increases your ability damage, and **Dragon's Breath V** vaporizes away enemy armor.

Dust of Dreams

Heave a handful of **Dust of Dreams** at your opponent to OD the senses and get the stun. **Dust of Dreams II** inflicts more damage, and **Dust of Dreams III** throws Defense Down on your target and the foe behind. Even better, **Dust of Dreams IV** keeps your enemies stunned an additional turn, and **Dust of Dreams V** makes all the abilities even cheaper.

Lightning Volt

Douse your opponents with water and then touch the battery connectors to the liquid and send shock waves through them. **Lightning Volt** melts armor and shields, plus extra enemies take damage on a Perfect Attack. **Lightning Volt II** increases damage, while **Lightning Volt III** jumps your lightning to an additional target. Zap enemies who hit you with melee attacks when you charge up your **Lightning Volt IV**, and add another bounce to your lightning with **Lightning Volt V**.

Funnel of Frost

Chill your foes with a blast of freezing cold exhaust from your fire extinguisher. **Funnel of Frost** removes beneficial status effects on a row of enemies and slows them on a Perfect Attack. **Funnel of Frost II** freezes your enemies' limbs and lowers their attack damage on a Perfect Attack, and **Funnel of Frost III** shivers them with Defense Down for three turns. **Funnel of Frost IV** widens your attack cone with your Funnel of Frost abilities, and **Funnel of Frost V** deals additional damage to enemies for each beneficial status effect removed.

Pyre Ball

Bombs away! If you light all the fuses and drop the missile successfully, **Pyre Ball** strikes every enemy in combat. **Pyre Ball II** increases damage, and **Pyre Ball III** inflicts burning damage on all enemies. Anyone who survives your initial bombing suffers **Pyre Ball IV** and gets hit with Attack Down and Ability Down for three turns. Finally, **Pyre Ball V** enables Pyre Ball to ignore (but not remove) all armor and shields on your enemies.

Mage Special Abilities

Ability		Description	Power Points	Level
Dragon's Breath				
	Dragon's Breath I	Flame rains down on a column of enemies. Useful against shields. Perfect: Enemies start burning!	6	1
	Dragon's Breath II	Increases the direct damage of all Dragon's Breath hits.	8	2
	Dragon's Breath III	Inflict damage to enemies directly above and below your target.	10	3
	Dragon's Breath IV	Release your inner pyromaniac—gain increased ability damage after successfully using Dragon's Breath.	12	4
	Dragon's Breath V	Dragon's Breath attacks now melt away enemy armor with each hit.	12	5
Dust of Dreams				
	Dust of Dreams I	Distract your foe with "magical" sleeping powder. Leaves your target stunned if successfully performed.	11	2
	Dust of Dreams II	Inflict more damage with your stunning punch.	14	2
	Dust of Dreams III	Your target (and any enemy behind) now suffers Defense Down when hit by Dust of Dreams.	18	3
	Dust of Dreams IV	Your Dust of Dreams now stuns enemies for an additional turn.	23	4
	Dust of Dreams V	You can sling more dust than a Colombian drug lord with this upgrade, which reduces the PP cost of Dust of Dreams.	10	5
Lightning Volt				
	Lightning Volt I	Zap your target with armor-melting, shield-destroying lightning.On a perfect success, additional enemies take damage.	12	5
	Lightning Volt II	Increases the damage of all Lightning Volt hits.	14	6
	Lightning Volt III	Supercharges your attack, causing your lightning to jump to an additional target.	17	7
	Lightning Volt IV	Casting Lightning Volt now creates a shield around you that zaps enemies who hit you with melee attacks!	22	8
	Lightning Volt V	Adds another bounce to your Lightning Volt attack.	22	9
Funnel of Frost				
	Funnel of Frost I	Blasts a row of enemies with a freezing attack that removes beneficial status effects. Slows enemies on a perfect success.	16	8
	Funnel of Frost II	Brrrr! Drops the temperature so much when done perfectly that enemies' limbs go numb, lowering their attack damage!	17	9
	Funnel of Frost III	When done perfectly, Funnel of Frost leaves foes numbed and vulnerable, suffering Defense Down for three turns.	18	10
	Funnel of Frost IV	Sends the full fury of a winter storm at enemies, hitting a wider, cone-shaped area!	19	11
	Funnel of Frost V	Enemies now suffer additional damage for each beneficial status effect removed by this attack.	19	12
Pyre Ball				
	Pyre Ball I	Hurls a ball of explosive joy at your foes. If done successfully, strikes every enemy in combat.	30	10
	Pyre Ball II	Increases the damage of your Pyre Ball.	33	11
	Pyre Ball II	Pyre Ball now inflicts burning on all enemies.	36	12
	Pyre Ball IV	Those who survive your Pyre Ball are now staggered and dazed, suffering Attack down for three turns.	40	13
	Pyre Ball V	Your Pyre Ball now ignores (but does not remove) all armor and shields on your enemies.	40	14

Perks

Look to the end of the perks for those most valuable to the Mage. **Power Bottom** allows you to recover PP each time you perform a magic attack with your weapon, and **Healing Wind** allows you to recover HP each time you perform a magic attack with your weapon. Anything that gives you power points is a good thing; hence, invest in **Apprentice** to increase your max PP by 20 percent. Since you'll be inflicting effects on opponents frequently, **Lasting Impression** works for you, as your status effects now last a turn longer. Mana is a Mage's best friend, so why not invest in **Counterfart** and put that mana to good use with killer farts that deliver more damage than a weapon counterattack.

Gear

The **Fire Wand** unlocks the power of fire via an easily manipulated *childproof safety switch*. On a Perfect Attack, drop **Combustion** on your foes and they'll keep burning and burning. You also gain three PP for each Perfect Attack that strikes a burning target. Embrace your inner pyromaniac and suit up with the **Mage's Robe of Might**. Sure, you gain 20 armor for two turns after a magic attack, but, more important, you increase all your fire damage by 10 percent. A Mage's best defense is more offense.

Combat Tactics

All battle scenarios assume you're not taking on two clowns that can barely tie their shoes. Just use Perfect Attack and Perfect Block to crush that competition. The battle scenarios that follow give you tips for fighting bosses, mini-bosses, and annoying opponents that require more finesse and greater firepower.

Battle Scenario 1: Melee

You're better at ranged attacks, so it's better to avoid melee with Dust of Dreams. Spray the white stuff to distract your opponents, then consume them with your awesome power. Against a heavily armored opponent, melt off armor with a Lightning Volt or three. Given a choice of melee targets, generally you want to pound the one with fewer hit points. If you can drop an enemy, they can't counterattack, which means less damage you have to withstand. If you know a target has a deadly special ability, then that foe should become the priority.

Battle Scenario 2: Ranged

When you can reach the enemies in the back row, there are a few more decisions to make during combat. You rarely fight four or more foes, so the defended enemy (one not able to be hit by melee) will be your ranged target. As a Mage, you are built to hose enemies with ranged damage; pile on Pyre Ball and Dragon's Breath, or stop opponents cold with Funnel of Frost. It's also possible to harass enemies by striking a foe with a single ranged attack to stack on a negative effect (say, Funnel of Frost III for a Defense Down penalty) or to add an increased-damage effect such as burning. While you switch to other enemies in the battle, the ranged foe continues to take damage.

Battle Scenario 3: Multiple Targets

Once you have the proper gear, you should beat almost any group of two opponents. Battling three or four opponents gets tricky; most of the time you need to break out some of your multiple-target abilities to kill off more than one enemy at a time if you want to survive. All your Mage abilities have the potential for multiple strikes, but it's Dragon's Breath, Lightning Volt, Funnel of Frost that you can consistently rely on to hit groups. At higher levels, you can bring Pyre Ball into the mix and really hold a barbecue block party for all invited enemies.

Battle Scenario 4: All Out

Your ultimate attack chain, assuming you have enough power points, goes something like this: Dust of Dreams, Dragon's Breath or Lightning Volt, followed by Funnel of Frost. Dust of Dreams, if performed correctly, stuns your opponent (or two if you've upgraded to Dust of Dreams IV). While your enemies are out of the fight momentarily, level serious damage on them with Dragon's Breath or Lightning Volt against armored adversaries. Continue with Funnel of Frost to deal more damage and slow down any future enemy attacks. Repeat the process until you run out of PP, and under this cycle your enemies will be lucky to have enough time to pick their nose, let alone race across the battlefield and get their hands dirty.

Classes
Thief

Strengths

Weaknesses

You love to penetrate your enemy's defenses and come from behind. Someone's trash—rotten eggs—is your treasure, and so are the trinkets you steal with a good mugging. You sharpen your blade on opponents' razor stubble and dull it on their throats. You're the rogue of the bunch, the Thief, the class that slips out of the shadows to knife an enemy.

Why Choose This Class

If you like to play stealthily and steal from the downtrodden, you've picked the right class. The Thief can execute with the best of them, but he also has more tricks than a bat-shaped utility belt. Whether backstabbing from the darkness or calling on your shadowy network to overwhelm your foes, the Thief ambushes, pummels, then disappears quickly so as not to wrinkle his shirt.

Special Abilities

You can poke, you can prod, or you can Gross Out opponents with a handful of rotten eggs. At high levels, you can call for genocide with the Death of a Thousand Cuts; at low levels, you'll have to rely on a solid backstab or execution.

Backstab

Sneak behind a foe in the back row and slip a knife between ribs five and six. **Backstab** deals heavy damage and, if you inflict a Perfect Attack, adds bleeding to your foe as well. **Backstab II** increases damage, and **Backstab III** deals extra damage for every stack of bleeding on the target. To heap two stacks of bleeding on your opponent, perform a little **Backstab IV**, and if you really want to be an asshole, deal extra damage to slowed or stunned enemies with **Backstab V**.

Mug

Shuffle behind your opponent with **Mug** and steal an item. If you execute this perfectly, then punch your foe in the face to complete the experience. **Mug II** increases damage, while **Mug III** swipes a random beneficial effect from your target on a successful steal attempt. **Mug IV** mimics Steal Advantage, though you gain HP from a successful steal attempt. To increase the duration of the possible stun effect on Mug, upgrade to **Mug V**.

Execute

Sling your daggers at your opponent from the air with **Execute** to remove armor and shields. **Execute II** increases damage, and **Execute III** deals even more damage to stunned targets. With a nasty name like **Execute IV**, you know it's gotta be bad, and it is—the target bleeds out all over when you inflict damage. When you feel like going on a **Execute V**, knock out an enemy with Execute and you'll gain two actions on your next turn with the haste effect.

Stink Bombs

Toss rotten eggs at your target, both removing beneficial effects and causing Gross Out. Deliver a Perfect Attack with **Stink Bombs** and you throw more eggs. **Stink Bombs II** increases damage, and **Stink Bombs III** increases the number of stink bombs thrown. Piss off enemies and make them forget to use their special abilities with **Stink Bombs IV**, and **Stink Bombs V** just dumps the whole egg carton on your enemy, splattering everyone nearby for extra damage.

Death of a Thousand Cuts

It's ambush time with a **Death of a Thousand Cuts**. Call on your shadowy network to teleport in and slash away at your foes for major damage with bleeding. **Death of a Thousand Cuts II** increases damage, and **Death of a Thousand Cuts III** distracts your opponents and causes an Attack Down effect on each one. **Death of a Thousand Cuts IV** reduces the cost of all your Death of a Thousand Cuts abilities, and **Death of a Thousand Cuts V** heals you up on each successful hit.

Thief Special Abilities

Ability		Description	Power Points	Level
Backstab				
	Backstab I	Slips it into the last enemy in a row, dealing heavy damage and, if done successfully, bleeding as well.	6	1
	Backstab II	Increases the damage of your Backstab attacks.	8	2
	Backstab III	Backstab now deals extra damage for every stack of bleeding on the target!	10	3
	Backstab IV	Successful Backstabs now inflict two stacks of bleeding.	12	4
	Backstab V	Stunned targets take additional damage.	12	5
Mug				
	Mug I	Steals something from a foe if done perfectly, then punches them in the face to complete the experience. Deals smash damage.	11	2
	Mug II	Increases the damage of your Mug attacks.	14	2
	Mug III	Successful stealing attempts now swipe a random beneficial status effect from your target.	18	3
	Mug IV	When you successfully steal from an enemy, you also restore a few extra hit points.	23	4
	Mug V	Increases the duration of the stun inflicted by Mug.	0	5
Execute				
	Execute I	Pummel an enemy with a flying barrage of armor-piercing and shield-smashing weaponry.	12	5
	Execute II	Inflict more damage with your finishing strike!	12	6
	Execute III	Inflict extra damage against stunned targets.	12	7
	Execute IV	Savor the violence and gain Attack Up after a perfect success.	12	8
	Execute V	Take another action if Execute knocks out your target.	12	9
Stink Bombs				
	Stink Bombs I	Toss rotten eggs at your target, causing Gross Out and removing beneficial status effects. Throws more eggs when done perfectly.	16	8
	Stink Bombs II	Increases the damage inflicted by each stink bomb.	17	9
	Stink Bombs III	Increases the number of stink bombs thrown per turn.	18	10
	Stink Bombs IV	Your stink bombs cause enemies hit to become Pissed Off, focusing on you and forgetting to use their abilities!	19	11
	Stink Bombs V	Throws the rest of the carton at an enemy when done perfectly, splattering them and everyone nearby for extra damage!	19	12
Death of a Thousand Cuts				
	Death of a Thousand Cuts I	Call on your shadowy network of thieves to ambush your foes with a barrage of attacks, each causing bleeding if done perfectly.	30	10
	Death of a Thousand Cuts II	Increases the damage of each hit delivered by Death of a Thousand Cuts.	33	11
	Death of a Thousand Cuts III	All enemies ambushed by Death of a Thousand Cuts are distracted and thrown off balance, suffering Attack Down.	36	12
	Death of a Thousand Cuts IV	You can more readily call on your shadowy agents, reducing the PP cost of this ability.	25	13
	Death of a Thousand Cuts V	Each successful hit now restores some HP.	25	14

Perks

Because you'll be making people bleed—a lot—**Bloodlust** matches nicely with main abilities. You inflict additional damage on enemies with bleeding and take less damage from bleeding enemies. To further increase your damage dealing, take **Mauler** for extra damage with your melee weapon and **Sucker Punch** for extra damage with your strike each combat. How can you not take a perk with the name **Violence Solves Everything**? Each time you KO a foe, you remove a debuff and keep yourself in tiptop fighting shape for the next moron.

Gear

What better to shave your opponents with than the **Master Razor**. This relic from an ancient war deals four strikes of serious damage, as well as penetrating 50 enemy armor and causing Bleeding on a Perfect Attack. It also looks cooler than a Gnome Pickaxe. You can't leave home without your mysterious hood and tripping-hazard cloak, so pick up the standard issue **Thief's Armor of Absorption** when you want to exude sneaky. Aside from looking the part, the HP boost from the Bulky trait is a nice touch. Making this a combination of pain, the Vampirism trait will drain your freshly Bleeding enemies of their HP.

Combat Tactics

All battle scenarios assume you're not taking on two clowns that can barely tie their shoes. Just use Perfect Attack and Perfect Block to crush that competition. The battle scenarios that follow give you tips for fighting bosses, mini-bosses, and annoying opponents that require more finesse and greater firepower.

Battle Scenario 1: Melee

Go for the kill immediately with a Backstab. If your opponents don't die, they'll be bleeding all over the place. Against a foe with high HP, Mug first and hope to stun. Stunning an opponent takes them temporarily out of combat; you can deal damage to them, and they miss attacks on you. Against a heavily armored enemy, rain down daggers from up high with the armor-piercing, shield-smashing Execute. Given a choice of melee targets, generally you want to pound the one with fewer hit points. If you can drop an enemy, they can't counterattack, which means less damage you have to withstand. If you know a target has a deadly special ability, then that foe should become the priority.

Battle Scenario 2: Ranged

When you can reach the enemies in the back row, there are a few more decisions to make during combat. You rarely fight four or more foes, so the defended enemy (one not able to be hit by melee) will be your ranged target. Generally, ranged weapons deal less damage than melee weapons—you're giving up damage to strike at difficult targets—but it's worth concentrating on a ranged foe to remove them from the fight if they have potent abilities (particularly those that raise the dead). It's also possible to harass enemies by striking a foe with a single ranged attack to stack on a negative effect (say, Stink Bombs' Gross Out effects, to prevent healing) or to add an increased-damage effect such as bleeding. While you switch to other enemies in the battle, the ranged foe continues to take damage.

Battle Scenario 3: Multiple Targets

Once you have the proper gear, you should beat almost any group of two opponents. Fighting three or four opponents gets tricky; most of the time you need to break out some of your multiple-target abilities to kill off more than one enemy at a time if you want to survive. The Thief's Stink Bombs will weaken multiple opponents, but it's your Death of a Thousand Cuts once you reach level 10 that will deliver major damage. At lower levels, you'll have to rely on your buddy to help you out with crowd control. Jimmy's Lullabye and Stan's Whirlwind Slash, or even Cartman's Flame Strike against the first two foes in a row, can make it much less likely you'll want to hide in the shadows for good.

Battle Scenario 4: All Out

Your ultimate attack chain, assuming you have enough power points, goes something like this: Mug, Backstab or Execute, Stink Bombs. Mug lets you steal an item before the kill and possibly stuns your opponent. Backstab should be your main attack against normal opponents to try and kill them quickly. Use Execute against foes with high armor or shields, then follow up with a Backstab when you see an opening. Stink Bombs will Piss Off opponents and prevent them from using special abilities and lay Gross Out on them to prevent healing. If you need more damage, add Death of a Thousand Cuts to the rotation before returning to another Mug or Backstab. Where the Fighter might break every bone in a foe's body, the Thief just carefully punctures the vital organs.

Strengths

Weaknesses

You are not afraid to cast the first stone with your secret martial arts. You perform circumcisions with precision and won't shy from summoning a mix of pestilence, fiery hail, flying insects, or a rain of frogs to send your opponent back to their maker.

Why Choose This Class

If you like to dazzle opponents with your sling and scythe and plagues, you've picked the right class. The Jew does a little bit of everything well—melee, ranged, multiple targeting—though doesn't deal as much damage as the other classes' specialties. If you're perfect with your sling, you can max out damage, or self-inflict damage if you aren't. On the other hand, your Jew-Jitsu might just be the most powerful ability in the game. Don't underestimate the Jew.

Special Abilities

You can melee, you can hit foes at range, you can confuse them with a dreidel. At lower levels you have to get by with hands and sling, though once you get up to scythe and plagues, the whole joint will be jumpin'—mostly with frogs.

Sling of David

Begin by mastering the **Sling of David**, though be careful when you reach level 3's **Sling of David III**. Yes, you force enemies to stop using abilities and they gain the Attack Down status effect, but they also get Pissed Off and focus solely on you. **Sling of David II** increases damage, and **Sling of David IV** bounces your sling bullet to a random other target. When you're getting low on HP, **Sling of David V** deals even more sling damage.

Jew-Jitsu

Max out this ability as soon as possible! At level 2, **Jew-Jitsu** pummels your foe with a stunning strike, followed by extra damage with **Jew-Jitsu II**. **Jew-Jitsu III** deals even more damage when you Perfect Attack on your wound status, then **Jew-Jitsu IV** activates on a successful hit and prevents your opponent's next attack. At the top of the chain, **Jew-Jitsu V** gives you haste on a Perfect Attack.

Circum-Scythe

Against opponents with armor and shields, the **Circum-Scythe** cuts away excess defenses and excess balls. **Circum-Scythe II** increases your Whirling Doom attack damage, and **Whirling Doom III** bounces the dreidel more times. On a Perfect Attack, **Whirling Doom IV** removes all your negative status effects. Once you reach **Whirling Doom V**, you get to add a burning effect to your damage.

Plagues of Egypt

Call down the frogs and fiery hail as **Plagues of Egypt** delivers woe unto all your enemies. **Plagues of Egypt II** delivers more damage. When you curse your foes with pestilence or fiery hail through **Plagues of Egypt III**, you and your buddy gain Attack Up, but when you curse your foes with frogs or flying insects through **Plagues of Egypt IV**, you and buddy gain Ability Up. Best of all, **Plagues of Egypt V** allows you to visit a fourth plague upon the wicked during your turn.

Jew Special Abilities

Ability		Description	Power Points	Level
Sling of David				
	Sling of David I	Casts the first stone at any enemy. Deals more damage if done perfectly, but can lead to self-injury if done improperly.	6	1
	Sling of David II	Increases the damage of your Sling of David.	8	2
	Sling of David III	Causes enemies to stop using abilities and focus on you—enemies suffer Pissed Off and Attack Down status effects.	10	3
	Sling of David IV	Your sling attacks now bounce to a random additional target.	12	4
	Sling of David V	With this upgrade, your Sling of David attacks inflict extra damage as your hit points decrease.	12	5
Jew-Jitsu				
	Jew-Jitsu I	Utilizes a secret Jewish martial art to pummel your target with a stunning strike.	12	2
	Jew-Jitsu II	Increases the damage dealt by your Jew-Jitsu attacks.	14	2
	Jew-Jitsu III	On a perfect success, your stunning punch now deals bonus damage based on your missing HP.	17	3
	Jew-Jitsu IV	After a successful attack, you are now protected by a divine shield that completely stops the next hit.	22	4
	Jew-Jitsu V	Take another action if Jew-Jitsu knocks out your target.	22	5
Circum-Scythe				
	Circum-Scythe I	Slices off the armor and shields of your target while inflicting bleeding damage to a sensitive area.	11	5
	Circum-Scythe II	Increases the damage of your Circum-Scythe attacks.	14	6
	Circum-Scythe III	On a perfect success, Circum-Scythe now inflicts two stacks of bleeding.	18	7
	Circum-Scythe IV	Circum-Scythe now inflicts Defense Down.	23	8
	Circum-Scythe V	Your Circum-Scythe attack now leaves all other enemies Grossed Out.	23	9
Whirling Doom				
	Whirling Doom I	Sends your dreidel bouncing between random enemies, stripping away beneficial status effects from alienemies hit.	16	8
	Whirling Doom II	In case of emergency, your dreidel may be used as a rotation device, dealing more damage with each bounce.	17	9
	Whirling Doom III	Studying ancient scrolls has improved your technique, causing your dreidel to bounce more times.	18	10
	Whirling Doom IV	On a perfect success, Whirling Doom now removes all negative status effects on the Neve Kid.	19	11
	Whirling Doom V	The epic spin of your dreidel now summons a prophet of old, inflicting burning with its holy power.	19	12
Plagues of Egypt				
	Plagues of Egypt I	Summon a mix of pestilence, fiery hail, frogs, and flying insects and deliver woe unto all your enemies.	30	10
	Plagues of Egypt II	Sinners beware; your plagues now inflict more damage.	33	11
	Plagues of Egypt III	Each time you visit pestilence or fiery hail upon your foes, you and your buddy gain Attack Up.	36	12
	Plagues of Egypt IV	Each time you visit frogs or flying insects upon your foes, you and your buddy gain Ability Up.	40	13
	Plagues of Egypt V	You may visit an additional plague upon the wicked during your turn.	40	14

Perks

If you plan on using the more expensive abilities on your Sling of David, invest in **Griefer**, which inflicts extra damage on Pissed Off foes and also decreases the damage they do. Since you already like slinging stones and throwing dreidels, **Marksman** will increase damage from any other ranged attacks you choose to get your hands on. If your play style is risky and you want to take on extra damage to increase your Sling of David V and Jew-Jitsu III, pick up **Fight or Flight** so your attacks do increased damage when you are critically injured.

Gear

If you want to go for the orthodox Jew look, don the **Holy Yarmulke**, **Holy Robes**, and **Holy Ring**. Now you're ready for a dust-up in a back alley, or maybe just Passover supper at Uncle Shmulz's. Depending on your play style, you'll want to adapt your weapons accordingly. The **Jewish Staff** is solid at low level, while the **Sica Dagger of the Faithful** is better at higher levels. For a prize of biblical portions, arm yourself with the **Morningstar of David**, the holiest and heaviest of relics.

Combat Tactics

All battle scenarios assume you're not taking on two clowns that can barely tie their shoes. Just use Perfect Attack and Perfect Block to crush that competition. The battle scenarios that follow give you tips for fighting bosses, mini-bosses, and annoying opponents that require more finesse and greater firepower.

Battle Scenario 1: Melee

Jew-Jitsu the shih tzu out of your opponents! Stun your foe with the standard chop, activate your divine shield, then gain haste for the win! Against a heavily armored enemy, Circum-Scythe and stack more damage and effects up the chain to Circum-Scythe IV. Given a choice of melee targets, generally you want to pound the one with fewer hit points. A dropped enemy can't counterattack, which means less damage you have to withstand. If you know a target has a deadly special ability, then that foe should become the priority.

Battle Scenario 2: Ranged

When you can reach the enemies in the back row, there are a few more decisions to make during combat. You rarely fight four or more foes, so the defended enemy (one not able to be hit by melee) will be your ranged target. Generally, ranged weapons deal less damage than melee weapons—though you can rely on your special ranged abilities for higher damage totals—but it's worth concentrating on ranged foes to remove them from the fight if they have potent abilities (particularly those that raise the dead). It's also possible to harass enemies by striking a foe with a single ranged attack to stack on a negative effect (say, Gross Out, to prevent healing) or to add an increased-damage effect such as burning or bleeding. While you switch to other enemies in the battle, the ranged foe continues to take damage.

Battle Scenario 3: Multiple Targets

Once you have the proper gear, you should beat almost any group of two opponents. Battling three or four opponents gets tricky; most of the time you need to break out some of your multiple-target abilities to kill off more than one enemy at a time if you want to survive. The Jew's Circum-Scythe will Gross Out enemies if you're up to Circum-Scythe V, Whirling Doom strips away effects and inflicts burning if you're up to Whirling Doom V, but Plagues of Egypt is your real crowd-pleaser with damage and negative effects for everyone.

Battle Scenario 4: All Out

Your ultimate attack chain, assuming you have enough power points, goes something like this: Jew-Jitsu, Circum-Scythe or Sling of David, Jew-Jitsu. First stun your opponent (and hopefully gain a divine shield and haste) with Jew-Jitsu. Next, cut through enemy armor with Circum-Scythe or use Sling of David (with Sling of David III) if your buddy is getting low on HP. Repeat the process to keep the enemy ineffective while you rack up damage. Throw in a Whirling Doom to wipe out harmful effects or Plagues of Egypt when you need to hose a whole bunch of enemies at once. You can really mow down enemies as a matzo-chomping, Star of David-wearing Mossad wannabe.

Buddies & Bastards

Buddies: Butters

Best Combat Quotes

"You gave it your best shot, and that's all Jesus asks of you."

"I know where we can get some creamy goo that will probably make a good health potion."

"I could use some goddamn poon tang right now."

"Sometimes my dad goes on road trips just to check out all the rest stops."

"Please don't ice me, homie."

Description: Butters is a paladin, a noble warrior of pure heart and mind. His holy power can smite the wicked and heal the wounded. And when his skills as a paladin aren't enough, he also has the power of his alter-ego, Professor Chaos. Outside of combat, Butters can be commanded to heal injured allies.

Unlocked: Day 1, Kupa Keep, "Call the Banners" quest

Specialization: Taunting to prevent damage to you and combat healing

Command Ability: Heal certain allies to complete quest objectives

Melee Tactics: As a Born Victim, Butters is the perfect punching bag to your Perfect Attacks. You generally want enemies going after your buddy more than you 'cause you should be able to out-damage your buddy in a fight. If you can't, you might want to forget ass kicker for the moment and work toward pastry chef. Against armored targets, Butters can break out the Hammer of Justice and bust the skull of a single melee foe.

Ranged Tactics: Butters hammers foes, not with the blunt end of a weapon, but by sizzling an entire row with Hammer of Storm's lightning. Think front row versus back row when you use this ability. You may want to sear the front-row foes for damage, or you may want to save the blast for the back-row opponents that threaten you with ranged attacks or annoying special abilities. Most of the time, aim for the row that has the most adversaries.

Multiple-Opponents Tactics: Spin the wheel of destruction in the guise of Professor Chaos. However, being an evil genius ain't all it's cracked out to be. You've got to rain down lightning and channel life-draining beams and let loose with chaos blasts all in the name of devastation. It's all perfectly respectable, though, if you can turn your opponents' asses to ash.

Special Abilities

Ability	Description	PowerPoints	Level Unlocked
Born Victim	Butters is just so innocent he naturally makes people want to punch him. Enemies are twice as likely to attack him in combat.	0	0
Hammer of Justice	Butters hurls his hammer at a single melee target, making them Pissed Off. Great against armor too.	7	0
Healing Touch	Butters steels the New Kid's resolve, restoring HP.	0	0
Hammer of Storms	Butters smites all enemies in a column with massive shock damage.	9	0
Professor Chaos	Butters transforms into the evil genius Professor Chaos and unleashes a random devastating attack.	15	6

The Wheel of Chaos

Butters' best ability transforms him into the super-buff Professor Chaos with five different abilities that you select from a spinning Wheel of Chaos. Time it right and you can choose from these five powers:

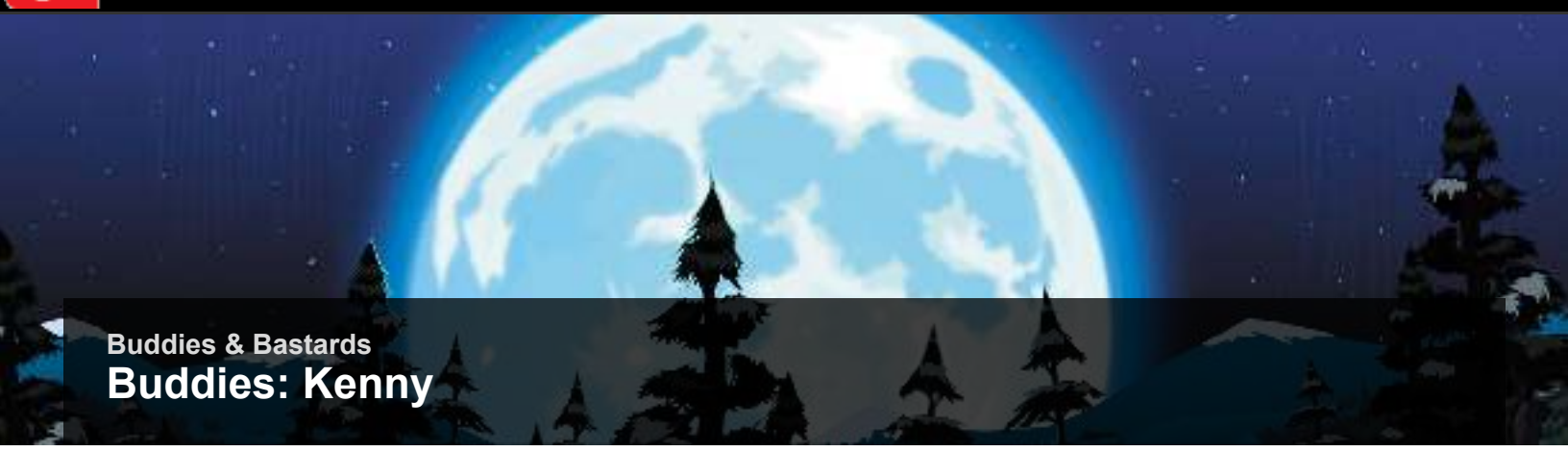
Chaos Storm!: Zap up to four random targets in the area with energy bolts that make electroshock therapy feel like a feathery tickle.

Hammer of Chaos!: Summons a big frickin' hammer charged with enough electricity to power a city block—scratch that—how 'bout a whole city.

Life Drain!: Suck the life out of your opponents and into you. Sucks to be them.

Chaos Blast!: Bathe enemies in a mega-wattage energy blast from your hands. Complete incineration is the goal.

Chaos Cloak!: Throws up a defensive bubble around both party members with 9 shields.



Buddies & Bastards

Buddies: Kenny

Best Combat Quote

"Mm mrmm mmmmm!"

Description: Kenny is the fairest maiden of the land, or at least that's how he wants to be known. In addition to being unable to stay dead for long, Kenny is an expert archer and capable of royal magic. Kenny can be commanded to flash his royal breasts—distracting enemies in and out of battle—and, even better, he gets back up after dying!

Unlocked: Day 1, When freeing Craig in "Detention Sentence"

Specialization: Gross Out kiss and the ability to charm creatures

Command Ability: Flashes breasts to distract opponents

Melee Tactics: There are few things grosser than being French kissed by a dude in a blonde wig who never takes off his parka—just saying. When Kenny plants a big smooch on a foe, they're one shade greener than pea soup and one "that's not a pea" thought away from projectile vomit. Opponents with Gross Out succumb to your beatings much more readily, almost happily, rather than face off with Kenny again.

Ranged Tactics: Cupid's arrows never hurt so much. Kenny fires in volleys of three and can pincushion those that stand back and spurn his effeminate wiles. If you don't have a potent ranged weapon, especially early in the game when you have minimal gear, Kenny can serve as your Robin Hood…or is that Maid Marian?

Multiple-Opponents Tactics: Swarming was never so much fun! Sic a furry horde of rats on your opponents and watch them squirm. If your foes aren't the squirmy type—or maybe they're vermin themselves—try riding a magical one-horned beast into combat and piercing all your opponents' defenses.

Special Abilities

Ability	Description	PowerPoints	Level Unlocked
Charm	Kenny distracts enemies with his royal presence.	0	0
Furry Friends	Kenny charms creatures of nature with his beauty and sends them against foes.	12	0
Royal Kiss	Kenny plants a kiss on enemies to catch them completely off-guard. Grosses Out the target.	5	0
Unicorn Stampede	Kenny summons a magical unicorn to trample a row of enemies!	14	6

Royal Kiss

A kiss from Kenny can leave opponents on their hands and knees wishing for a paper bag and a breath mint. You have to time the kiss just right, though—when the word "Kiss" flashes on your screen. If you do, your opponent can kiss his insides goodbye. If you miss, Kenny realizes what he's doing and grosses himself out too.

Buddies & Bastards

Buddies: Jimmy

Best Combat Quotes

"Here's a little ditty that'll make your pants shitty."

"So apparently the plague's going around. Have you seen this? You heard about this? Yeah, I hear it's spread by rats and by the Wizard King's m-m-m-mom."

"That all you g-got?"

"Do you like the taste of salted pork rump in your m-mouth."

"All the world's a stage, and it's time you got the hook."

Description: Jimmy is a bard—a master musician and entertainer who can bring boons to his allies and curses to his foes. Outside of battle, Jimmy can be commanded to open special access shortcuts.

Unlocked: Day 2, Elven Kingdom, before "Attack the School" quest

Specialization: Buffs and debuffs

Command Ability: Access handicapped areas

Melee Tactics: Jimmy's not your guy for fisticuffs. He might be able to whap somebody over the head; it just won't do much damage. He's much better with a crossbow or keeping your opponents down than beating them up.

Ranged Tactics: If you count weakening your opponent's knees or putting them to sleep as an "attack," then Jimmy is more able than kids twice his size with half his disabilities. Slim down your foes with Jimmy's Song of Buffness or rock out to a Power Chord and absorb more PP to roll out your abilities longer—Jimmy operates best on his crutches, safely away from the clutching and grabbing.

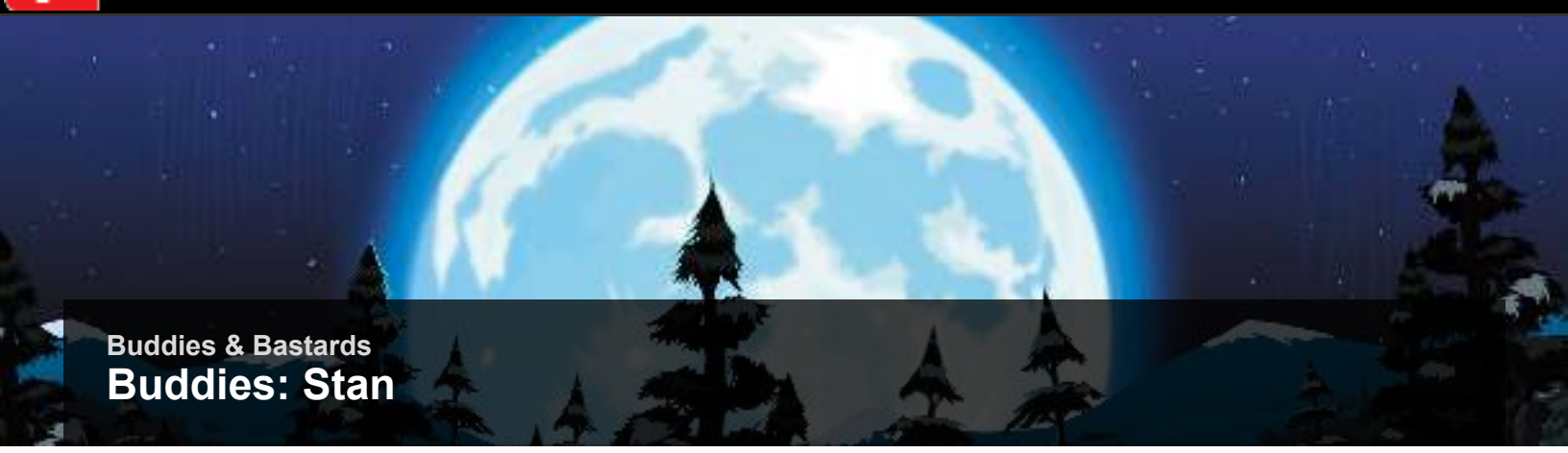
Multiple-Opponents Tactics: Jimmy's sleep-inducing Lullabye is a nightmare for your opponents and a dream come true for you. When enemies take a snooze, they can't attack you and you can unload freely on them. Wake up to the potential of this powerhouse.

Special Abilities

Ability	Description	Power Points	Level Unlocked
Song of Buffness	Jimmy sings a song that weakens enemies while making your party stronger.	9	0
Power Chord	Jimmy rocks out with his lute, granting PP to the party.	0	0
Lullabye	Jimmy sings enemies to sleep, preventing them from taking turns until they take damage or wake up naturally.	14	0
Brown Note	Playing the dreaded brown note will loosen the bowels of all who hear it.	18	10

Lullabye Notes

Nap time for your enemies is a beautiful, peaceful sight. There's nothing better than watching foes' eyes flutter and each of them conk out—and all you have to do is walk up and clobber them. But it's not as easy as singing a note or two—you have to press the matching buttons as they stream across your musical bar. Don't doze while Jimmy's crooning or he'll be singing the blues



Buddies & Bastards

Buddies: Stan

Best Combat Quotes

"I think my mom did a pretty sweet job with my costume."

"Walked right into that, huh?"

"You mind if I update my status while we're waiting here?"

"Dude, my injuries are super grievous right now."

"You hit like my grandpa."

Description: Stan follows the way of the warrior, relying on the sharpness of his wits and sword. Stan's trusty animal companion, Sparky, can be called into battle or commanded to pee on certain obstacles.

Unlocked: Day 2, Elven Kingdom, before "Attack the School" quest

Specialization: Sparky

Command Ability: Get Sparky to pee on certain objects

Melee Tactics: Stan is built for melee. His sword takes chunks out of opponents' sides, and if he needs assistance, a whistle call brings Sparky into the fray to chomp on a foe's crotch with Marked for Death. For maximum carnage, choose Stan's Way of the Sword and watch him swing and swing and swing at a single enemy.

Ranged Tactics: Rome is known for lions eating Christians, for orgies, and maybe even for what Stan tosses around the battlefield: the discus. Stan's tribute to an Olympic sport has him slinging a discus with the strength of Hercules and the accuracy of your busy thumb. Nail the release and you can chain your discus throw to strike multiple, random targets.

Multiple-Opponents Tactics: Sure, Stan's discus may clip other opponents, but it's unreliable. When you want to inflict bodily harm on multiple foes, draw out his sword and go for Whirlwind Slash. A spinning Cuisinart, Stan chops up foes like ground-up beef, bones and all.

Special Abilities

Ability	Description	Power Points	Level Unlocked
Marked for Death	Stan shines his Laser Pointer of the Ranger on the target's crotch, sending Sparky to attack.	0	0
Discus of Might	Stan hurls a deadly disc at the target. This disc can chain to random targets.	4	0
Whirlwind Slash	This spinning sword attack hits multiple foes.	10	0
Way of the Sword	Stan channels his inner action hero and attacks an enemy with a flurry of blows.	15	11

Sparky

Stan's faithful hound Sparky is always one whistle—and one over-enlarged bladder—away from coming to your aid. Outside of combat, you can command Stan to summon Sparky and spray urine on select objects (for example making an electrified puddle bigger). During combat, Stan's Laser Pointer of the Ranger marks an opponent's crouch and Sparky is more than happy to have sausage for dinner.

Buddies & Bastards

Buddies: Cartman

Best Combat Quotes

"Buttplug!"

"I could go for some fried chicken skin right now."

"I'll make you eat your parents."

"Go home you little semen-puking, asshole, dickhead."

"Never send a Jew elf to do a Wizard King's job."

Description: Cartman is the Grand Wizard of the Kingdom of Kupa Keep and a master of the arcane and the profane. Cartman wields tremendous magical power—his ass and mouth are both capable of devastating spells.

Unlocked: Day 3, Elven Kingdom, "Forging Alliances" quest

Specialization: Flaming ass attacks

Command Ability: None

Melee Tactics: No one wants to see Cartman's ass, especially opponents. When he ignites his spewing gas from Burning Cloud, flames sear the nearest enemy if you continue to pound on the combat button. Fail to expel enough ass vapor? Beat people over the head with Cartman's staff attack, which can strike multiple times.

Ranged Tactics: Disturb opponents with Cartman's "magic missile," probably grabbed straight off the women's hygiene shelf, or worse, out of the trash. It uses the fewest power points, so you can blast this off and easily spray fire or obscenities in your foes' direction, too.

Multiple-Opponents Tactics: Get two foes for the price of one! Flame Strike burns the first two foes in a row and leaves them crispy for the grill. Add barbecue sauce for that extra spice.

Special Abilities

Ability	Description	Power Points	Level Unlocked
Burning Cloud	Cartman ignites his flatulence, with explosive results.	10	0
Flame Strike	Cartman sprays the first two foes in a row with fire. Targets start burning if done perfectly.	6	0
Magic Missile	Hits the target with a powerful magic missile.	0	0
Curse	Cartman activates his v-chip and curses up a storm of electricity against a single target.	16	13

Cartman Curses

Cartman's ultimate ability, naturally, centers on his foul mouth. Make that his really foul mouth. When you choose Cartman's Curse ability, you can mash any one of your buttons. Try a different button each time you use it for a new slew of curses, from "Christian!" to "Spastic colon!" to "Shriveled sack!"

Buddies & Bastards

Buddies: Kyle

Best Combat Quotes

"Time for a little rumble in the jungle."

"This staff's great for walking AND for beating people's brains in."

"Kick the baby!"

"I hope this alliance can last."

"I still don't get how CARTMAN got you to think he was cool."

Description: Kyle is the king of the elves, bravely leading them against tyranny, ignorance, and Cartman. Kyle employs nature magic, as well as the ability to call on his elven allies for temporary assistance.

Unlocked: Day 3, Elven Kingdom, "Forging Alliances" quest

Specialization: Rallying your party and harassing enemy groups

Command Ability: None

Melee Tactics: Kyle takes a hands-off approach to melee. He can smack someone with a golf ball if you want or you can smear your opponent with a bouncing spirit from the frozen north—uh, Kyle's baby brother Ike—but both can bring the smackdown from range.

Ranged Tactics: Fore! Golf is Kyle's sport, and his shaft of choice is an iron club over wood driver any day. Kyle loves to drop a golf ball and swing a wedge for that hole in one…of your opponents.

Multiple-Opponents Tactics: Hey, anyone who has an army of elves in his back pocket is pretty cool in our book. Kyle can call on his elven friends to blacken the skies with arrows for ranged damage against all enemies in sight. Umbrellas don't do squat against it.

Special Abilities

Ability	Description	Power Points	Level Unlocked
Rally	Rallies your party for combat.	0	0
Windstorm	Summons fierce winds to blow debris into foes' eyes.	15	0
Summon Elemental	Calls forth a spirit from the frozen north to attack enemies.	8	0
Rain of Arrows	Blackens the skies with arrows of the mighty elven army.	16	13

Kick the Baby!

And you thought Gross Out effects were bad? Kyle plays a round of "Kick the Baby!" with little Ike and lets him fly at a target opponent when you use Summon Elemental. Press the correct button when it flashes to launch a 20-pound human bomb at your foe—and the bomb, we're guessing, is less TNT and more loaded diaper.

Buddies & Bastards

Bastards

Seems the bastards always want to mess you up or steal your Stick of Truth. We're talking about the enemies and bosses in the game that stand in your way between death and Douchebag glory. At first, elves try to bugger your every step; later, hobos and wild animals, even aliens and Mongolians, will pester and prod.

During combat, you can always use the magnifying glass tool on your radial menu to examine enemy status effects. Check out their immunities (to fire, frost, shock, etc.) and weaknesses (to stun, magic, holy, etc.) to better counter and exploit enemy attacks and defenses. You might also want to watch for armor and shields and how they might affect your combat actions. Armor makes your foes tougher, and lighter attacks become much weaker against them (use Power Attacks against them); shields absorb incoming damage, so you can't hurt your enemy until you break down the shields (use Normal Attacks against them). You will want to take abilities that reduce armor, such as the Jew's Circum-Scythe or the Fighter's Bull Rush, as they are super-important for getting through many boss fights. Weapon strap-ons also help. For your convenience, all armor and shields info is provided for each enemy or boss.

Every foe in the game is listed—first general enemies and then bosses. Enemies are catalogued in alphabetical order by their classes for easy reference when fighting groups of the same foe. For example, flip to the "Elves" section early in your adventure, so no matter what type of elf appears in combat, you can quickly look up its stats. Later, you can flip to the "Hobos," "Aliens," or "Nazi Zombies" section, depending on which enemies you're facing. After all the enemies, we list the bosses individually in alphabetical order.

Alien Guard	Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed		
HP	81									**STATUS EFFECTS:** — **ABILITIES:** Space Taser/Perfect Dodge Stance
Armor	—	Immunity	—	—	—	—	Yes	—	—	—
Shield	—	Weakness	—	—	Yes	—	—	—	—	—

See the "Alien Guard" sample enemy layout for what everything means in an enemy entry. The name tells you who you're messing with; HP indicates the enemy's max hit points, while Armor and Shield detail if the enemy has either of those protections, as well as their value. Immunity and Weakness show an enemy's toughness or vulnerability in chart form. Check the Status Effects and Abilities sections for the special powers that an enemy may have. Full descriptions of status effects and abilities are provided in tables for easy cross-reference.

Common Status Effects

Name	Description
Asleep	This enemy is sleeping peacefully and will skip its turns. Try not to wake it!
Ability Down	Decreases the damage of your abilities.
Ability Up	Increases the damage of your abilities.
Attack Down	Reduces the damage of your attacks.
Attack Up	Increases the damage of your attacks.
Bleeding	Causes damage at the end of every turn. Stacks up to five times.
Burning	Victim takes fire damage every turn.
Defense Up	Decreases the damage you take overall.
Defense Down	Increases the damage you take overall.
Grossed Out	Causes gross damage each turn, reduces healing, and prevents all potions other than Cure Potions.
Haste	You can attack again after your normal turn.
Immune to Gross	Recipient ignores all gross damage.
Immune to Holy	Recipient ignores all holy damage.
Immune to Magic	Recipient ignores all magic damage.
Immune to Pissed	Recipient ignores pissed effect.
Immune to Stun	Recipient ignores stun effect.
Pissed	Pissed characters cannot use abilities and will only target the person who pissed them off.
Rebirth	This character will come back to life immediately if it dies.
Reflecting	Reflecting combatants hit back any ranged attacks sent their way.
Regenerate	This combatant will regain hit points over time.
Screwed	Automatically die after a set number of turns.
Slow	Take your turns half as often.
Stunned	Skip your turns until you recover.
Weak to Fire	Recipient takes 50% extra fire damage.
Weak to Frost	Recipient takes 50% extra frost damage.
Weak to Gross	Recipient takes 50% extra gross damage.
Weak to Holy	Recipient takes 50% extra kosher damage.
Weak to Shock	Recipient takes 50% extra shock damage.

Unique Status Effects

Name	Description
Abilities Destroyed	The more stacks of this you have, the more the damage of your abilities is decreased.
Barbed Arrows	The enemy's ranged attacks inflict bleeding.
Blighted Bolts	This enemy's attacks now also drain some power points (PP).
Boss	Immune to stun, sleep, and pissed, just because.
Bunker Defense	This enemy's defense is being increased.
Bunker Down	The enemy focuses his inner strength and releases it each turn, granting Defense Up to himself and his allies.
Calling Your Parents	This enemy is attempting to call your parents. You'd better stop him quick!
Channeling (Ability Name)	This enemy is focusing his power to do something, so you'd better stop him before he finishes.
Channeling Contemplate Profit	This gnome is gathering his energy to heal all his allies! Stop him!
Channeling Death from Above	This enemy is gathering power for a special attack. Stop him!
Channeling Financial Arbitration	This enemy is gearing up to fire off a powerful ability. You'd better do something quick!
Channeling Fiscal Impact	This gnome is preparing a major spell! Stop him!
Channeling Hello Children	This can't be good…
Channeling Liquidate Assets	This enemy is powering up one of his abilities. Stop him before he sets it off!
Channeling Reproduction	This Bacteria looks like it's about to do something nasty! You'd better stop it!
Chef's Regret	Chef is paralyzed by his regret.
Cry of the ManBearPig	Grants ManBearPig health regen and Attack Up.
Cursed Blade	This enemy's attacks now also drain some PP with each hit.
Defense Annihilated	The more stacks you have, the more damage you take overall.
Defense Matrix Condition Green	This enemy is currently increasing the defense of its allies.
Dire AIDS	Kills you slowly, but faster than regular AIDS. Not curable by normal means.
Dodge Stance	This enemy can dodge basic attacks.
Encouraged by the Tale	This enemy is encouraged by Jimmy's jaunty tale, granting him Defense Up, Attack Up, and regeneration.
Excelsior	Al Gore's attacks deal increased damage, and he regens health.
Exhausted	Jimmy is exhausted from playing the Brown Note.
Final Gift	Killing this enemy will spread his gift to his allies, healing them all.
Ghostly	Suffers reduced damage from attacks and is immune to damage over time effects.
Ginger Strikes	The enemy's melee attacks inflict bleeding.
Global Warming	Automatically die due to massive global climate change.
Hooked Up to Defense Matrix	This enemy is being protected and hardly takes any damage from attacks.
Horde Strong	This enemy's defense and attack are vastly increased.
Hunker Down	The enemy focuses his inner strength and releases it each turn, granting Defense Up to himself and his allies.

Inferno Blade	The enemy's attacks inflict burning.
Inspiring Victory	This enemy is focusing his inner strength, granting Defense Up to himself and his allies.
It's Ringing…	The line is ringing. Your parents will pick up the phone any minute. Stop him *now*!
Mad With Power	Cartman is enraged, and cannot be stunned or grossed out.
ManBearPig Mask	ManBearPig ignores all fart damage while his mask is on.
Mega Attack Up	Increases the damage of your attacks.
Mega Defense Up	Decreases the damage you take overall.
Nazi Zombie	Rises from the dead a short time after death.
Rabies	You will die soon.
Raging from the Monthlies	The She-Ogre does more damage with all her attacks, but at the cost of bleeding.
Riposting	Riposting combatants will preemptively attack anyone who attempts to hit them with a melee attack.
Shadow Guard	Craig's trickery protects this unit from secondary hits.
Slime Bolts	The enemy's ranged attacks inflict gross out.
Song of Protection	Jimmy's Song of Protection has made him immune to magic.
Sparrow Prince's Blessing	Raises offense and defense
Stem Cell Reconstruction	This enemy's cells are constantly recreating themselves, granting him some life every turn.
The Best Defense…	Decreases the damage you take overall for a few turns after KOing a foe.
Tough Skinned	Tough from years of smoking. Barely takes any damage from attacks.
Trapped	This isn't good.
Unholy Blade	This enemy's attacks now also drain some hit points (HP).
Very, Very Small	This enemy is tiny, so it should be a pushover, right?

Abilities

Name	Effect(s) on Enemy or Enemies	Effect on Self or Party	Specific To…
Activating Defense Matrix	—	Defense Up (party)	Gnome Mage
Aggressive Scheduling	—	Attack Up (party)	—
Aimed Shot	Attack; Bleeding (one target)	—	—
Annihilation	Attack; Defense Down (multiple targets)	—	—
Armor Up	—	Armored (self)	—
Bacterial Infection	Attack; Screwed (one target)	Heal (self)	—
Bad Ferocious Doggie	Attack; Screwed (one target)	—	—
Bad Mangy Mutt	Attack; Grossed Out (one target)	—	—
Barbed Arrows	Ranged; Bleeding (one target)	Status (self)	—
Bear Balls	Ranged; Burning (one target)	—	—

Berserker Blow	Melee; Bleeding (one target)	—	
Birds Are Dirty	Reinforcements	—	Sparrow Prince
Birds are Gross	—	Defense Up (party); Attack Up	Nazi Bacteria
Blacken the Skies	Ranged; Bleeding (multiple targets)	—	—
Blighted Bolts	Attack (multiple targets)	Status (self)	—
Blinding Shot	Attack Down; Ability Down (multiple targets)	—	—
Bloody Blow	Melee; Bleeding (one target)	—	—
Bottle Toss	Ranged; Bleeding (one target)	—	—
Bounce Back	Revival (one target)	—	—
Brain Damage	Melee; Defense Down (one target)	—	—
Brown Note	Mana Overload (one target)	—	Jimmy the Bard
Buffs of Unusual Size	—	Defense Up; Attack Up; Regenerate (self)	—
Bunker Down	—	Defense Up (party)	—
Burning Barrage	Ranged; Burning	(one target)	—
Burning Down the House	Ranged; Burning (one target)	—	—
Call of the Wild	Melee; Grossed Out (one target)	—	—
Call Sparky	—	Reinforcements	Stan
Canadian Greeting	Ranged; Grossed Out (one target)	—	—
Canadian Spider Bark	Ranged; Grossed Out (one target)	—	—
Can’t Touch Us	—	Armored (party)	—
Caterwaul	Ranged; Attack Down; Bleeding (multiple targets)	—	—
Cheesy Poofs	—	Heal (self)	—
Cherry Bomb	Attack; Grossed Out (one target)	—	—
Chocolate Salty Balls	Attack; Grossed Out (one target)	—	Nazi Zombie Chef
Cleanse the Wicked	Attack (one target)	—	Bishop of Banff
Cleansing Inferno	Melee; Burning (one target)	Status (self)	—
Clone Army	—	Reinforcements	Craig
Concussion Grenade	Attack; Stunned (multiple targets)	—	—
Concussion Grenade	Ranged; Stunned (multiple targets)	—	—
Conscripted Fury	Melee (one target)	Attack Up; Ability Up (self)	—
Contemplate Profit	—	Heal; Regenerate (party)	—
Convalesce	—	Heal; Debuffs Removed (one target)	—
Crowd Control	Melee; Attack Down; Ability Down (one target)	—	—

Crush Crush	Attack (one target)	—	—
Cry of the ManBearPig	—	Attack Up; Regenerating (self)	ManBearPig
Curb Stomp	Melee; Ability Down (one target)	—	—
Cursed Blade	—	Status (self)	—
Cursed Magic Missiles	Attack; PP Drain (multiple targets)	—	—
Dance of Death	Attack (one target)	—	—
Death Bloom	Attack (multiple targets)	—	—
Death Bloom's Final Gift	—	Heal (party)	—
Death from Above	Attack (one target)	—	Craig
Defense in the Red	—	Shielded; Armored (self)	—
Destruction	Attack; Ability Down (multiple targets)	—	—
Deteriorated Remuneration	Ranged (one target)	Shielded	(self)
Dick Knock	Melee; Stunned (one target)	—	—
Dirty Little Bastard	Melee; Grossed Out (one target)	—	—
Discus of Might	Ranged (one target)	—	Stan
Earthly Smite	Melee; Defense Down (one target)	—	—
Entangling Vines	Ranged; Trapped (one target)	—	Kyle
Excelsior	Attack (one target)	Attack Up; Regenerating (self)	Al Gore
Fake Out	Attack (one target)	—	Craig
Ferocious Bite	Attack; Bleeding (one target)	—	—
Feverish Bite	Attack; Attack Down; Ability Down (one target)	—	—
Final Stand	—	Attack Up; Armored (self)	—
Financial Arbitration	Ranged; Ability Down (one target)	—	—
Financial Impact	Ranged; Defense Down (one target)	—	—
Fire Phasers!	Ranged (one target)	—	Alien Co-Pilot
Fire Photon Torpedo	Ranged; Burning (one target)	—	Alien Pilot
Fiscal Impact	Ranged; Defense Down (one target)	—	—
Flame Spray	Melee; Burning (one target)	—	Cartman
Forest Blessing	Debuffs Removed (one target)	—	—
Frag Out	Ranged; Ability Down (multiple targets)	—	—
Frost Breath	Ranged; Attack Down (multiple targets)	—	—
Furry Friends	Attack; Bleeding (multiple targets)	—	Princess Kenny
Fury of the Elves	—	Attack Up; Hasted (self)	—

Fury of the Horde	—	Attack Up (self)	—
Get ’Em Boys!	—	Attack Up; Reinforcements (party)	Hallway Monitor Boss
Ginger Bite	Melee; Slowed; Bleeding (one target)	—	—
Gingerbread Break	—	Heal (self)	—
Ginger Strikes	Melee; Bleeding (one target)	Status (self)	—
Girl Hustle	—	Hasted (party)	—
Glass Breaker	Melee; Defense Down (one target)	—	—
Global Warming	Sleeping; Screwed (multiple targets)	—	Al Gore
Gloomy Earnings	Ranged; Slowed (one target)	—	—
Gloomy Forecasted Earnings	Ranged; Slowed (one target)	—	—
Grab Helmet	—	Status (self)	ManBearPig
Guano Bombing Run	Attack; Grossed Out (one target)	—	—
Gut Bash	Attack; Attack Down; Bleeding (one target)	—	—
Gut Punch	Melee; Stunned (one target)	—	—
Hammer of Justice	Melee; Defense Down (one target)	—	Butters
Hammer of Storms	Ranged; Attack Down; Ability Down (one target)	—	Butters
Have a Nip	Ranged; Bleeding (one target)	—	—
Head Shot	Ranged; Screwed (one target)	—	—
Healing Touch	—	Heal; Debuffs Removed (self)	Butters
Hello Children	Attack (one target)	Stunned (self)	Nazi Zombie Chef
Helo Strikes	Melee (one target)	—	—
He’s Calling Your Parents!	Hallway Monitor Boss Channeling Attack—Stage 1 (multiple targets)	—	Hallway Monitor Boss
Hoe’s Fury	Melee; Attack Up (one target)	—	—
Hunker Down	—	Defense Up (party)	—
Infectious Bite	Attack; Slowed; Grossed Out (one target)	—	—
Jack’d Up	Heal; Attack Up; Armor Up (self)	—	—
Judge the Philistine	Attack; Grossed Out (one target)	—	Bishop of Banff
Juiced Up	Attack; Bleeding (one target)	Heal (self)	—
Kidney Punch	Melee; Defense Down (one target)	—	—
Kidney Wallop	Attack; Ability Down; Bleeding (one target)	—	—
Laser Eyes	Ranged; Ability Down (one target)	—	—
Let’s Get Tough	—	Attack Up (party)	—

Levitate	Ranged; Attack Down (one target)	—	—
Liquid Courage	—	Heal; Attack Up; Armor Up (self)	—
Liquidate Assets	Ranged; Attack Down (one target)	—	—
Liver Punch	Melee; Attack Down; Ability Down (one target)	—	—
Liver Slug	Attack; Grossed Out; Bleeding (one target)	—	—
Low Blow	Melee; Defense Down (one target)	—	—
Lullabye	Sleeping (multiple targets)	—	Jimmy the Bard
Lunch Bones	Ranged; Grossed Out (one target)	—	—
Make It So	Ranged; Ability Down; Burning (one target)	Attack Up (self)	Alien Co-Pilot
ManBearPig Rampage	Attack; Bleeding (one target)	—	ManBearPig
Mangy Bite	Attack; Attack Down; Ability Down (one target)	—	—
Mega Rabid Bite	Melee; Screwed (one target)	—	—
Mega Reproduction	—	Reinforcements	
Mongolian Barbeque	Ranged; Burning; Bleeding (one target)	—	—
Mutant Cell Shot	Ranged; Defense Down (one target)	—	—
Mutant Drain	Melee (one target)	Heal (self)	—
Nature Power	—	Attack Up (party)	—
Nature's Bounty	Heal (one target)	—	—
Nature's Rebirth	Revival (one target)	—	—
Nazi Zombie Bite	Melee; Grossed Out (one target)	Heal (self)	—
Nazi Zombie Furry Friends	Attack (multiple targets)	—	Nazi Zombie Princess Kenny
Nazi Zombie Goo	—	Heal (self)	Nazi Zombie Princess Kenny
Nazi Zombie Unicorn Stampede	Attack; Bleeding; Grossed Out (multiple targets)	—	Nazi Zombie Princess Kenny
No Hall Pass, No Mercy	Melee; Bleeding (multiple targets)	—	Hallway Monitor Boss
Now You're In for It	Hallway Monitor Channeling Attack—Stage 3 (Death) (multiple targets)	—	Hallway Monitor Boss
Once Upon a Maiden…	—	Defense Up/Attack Up/Regenerating (party)	Jimmy the Bard
Orbs of Shadows	Attack; Bleeding (multiple targets)	—	—
Paunch Punch	Melee; Attack Down; Ability Down (one target)	—	—
Perfect Dodge Stance	—	Dodging (self)	—
Pied Piper's Song	—	Reinforcements (party)	Jimmy the Bard

Plagued Strikes	Melee; Grossed Out; Bleeding (one target)	—	—
Projectile Vomit	Ranged; Ability Down (one target)	—	—
Promote Synergy	Ranged; Grossed Out (one target)	—	—
Purifying Rage	Melee (one target)	Heal; Debuffs Removed (self)	—
Putrid Bite	Melee; Bleeding; Ability Down (one target)	—	—
Rabid Bite	Melee; Screwed (one target)	—	—
Rabid Fever	Attack (one target)	Attack Up; Ability Up; Defense Up (self)	—
Rage of the Monthlies	—	Attack Up; Bleeding; Pissed (self)	—
Rainbow	Attack (one target)	—	Nazi Zombie Princess Kenny
Rainbow	Attack (one target)	—	Princess Kenny
Ray of Damnation	Attack; Attack Down; Ability Down; Grossed Out; Screwed (multiple targets)	—	—
Red Death from Above	Ranged (one target)	—	—
Reflect Stance	—	Reflecting (self)	—
Refractor Shield	Shielded (one target)	—	—
Rent-a-Cop Rush	Melee (one target)	—	—
Reprioritize Task List	Ranged; Slowed (one target)	—	—
Reproduction	—	Reinforcements	
Riposte Stance	—	Riposting (self)	—
Schnell!	—	Reinforcements (party)	—
Set to Kill	—	Attack Up (self)	Alien Co-Pilot
Set to Stun	—	Attack Up (party)	Alien Pilot
Shadow Touch	Attack (one target)	Heal (self)	—
Shields Up	—	Shielded (party)	Alien Pilot
Shower of Ice	Melee; Slowed (one target)	—	Cartman
Shreeeeeeeeek!	Attack; Attack Down; Ability Down (multiple targets)	—	—
Shrink Underwear	Ranged; Ability Down (one target)	—	—
Slime Bolts	Ranged; Grossed Out (one target)	Status (self)	—
Slowing Smash	Melee; Slowed (one target)	—	—
Smash Smash	Attack; Attack Down; Slowed (one target)	—	—
Sonar Scan	Attack; Defense Down (multiple targets)	—	—
Song of Protection	—	Immune to Magic (self)	Jimmy the Bard
Space Grenade	Ranged; Ability Down (one target)	—	—

Space Medicine	Heal (one target)	—	—
Space Rage	Melee; Bleeding (one target)	—	—
Space Taser	Melee; Attack Down (one target)	—	—
Sparrow Magic Beam	Attack (one target)	—	Sparrow Prince
Sphere of Entropy	Attack; Grossed Out (one target)	—	—
Spider Baby Blast	Ranged; Bleeding (one target)	—	—
Squeak! Squeak!	—	Attack Up; Defense Up (self)	—
Stab from the Shadows	Attack; Bleeding (one target)	—	—
Summon Elven Berserker	Ranged; Bleeding (one target)	—	Kyle
Summon Nazi Zombie Death	Attack (one target)	—	Nazi Zombie Princess Kenny
Summon Revenant	Revival (one target)	—	—
Summon Secret Service	Reinforcements		Al Gore
Sweet and Sour Surprise	Melee; Burning (one target)	—	—
Taze You Senseless	Melee; Stunned (one target)	—	—
The Phone's Ringing…	Hallway Monitor Channeling Attack—Stage 2	(multiple targets)	—
The Red Death	Attack; Defense Down (one target)	Bleeding (self)	—
Touch of the Ginger	Melee; Defense Down; Grossed Out (one target)	—	—
Transgressive Recapitalization	Ranged; Burning (one target)	—	—
Unbreakable	—	Shielded; Armored (self)	—
Unholy Blade	Attack (one target)	Status (self)	—
Unicorn Stampede	Attack; Bleeding (one target)	—	Princess Kenny
Unstoppable	—	Shielded; Armored (self)	—
Venereal Hug	Attack; Attack Down; Ability Down (one target)	—	—
Victory or Death!	Attack (multiple targets)	Channeling (self)	—
Vomit Blast	Ranged; Grossed Out (multiple targets)	—	Giant Nazi Zombie Fetus
Way of the Sword	Melee; Attack Up; Defense Down (one target)	—	Stan
Web Shot	Ranged; Slowed (one target)	—	—
Whirlwind Slash	Melee (multiple targets)	—	Stan
Wild Power	—	Attack Up (party)	—
Wolf Balls	Ranged; Slowed (multiple targets)	—	—
Wrath of the Elves	—	Attack Up (self)	—
You Have the Bridge	—	Retreat (self)	Alien Pilot

Zombie Rage	Melee (one target)	Attack Up (self)	—
Zombie Vomit	Attack (one target)	—	Nazi Zombie Princess Kenny

Buddies & Bastards

Enemy Stats

Note

HP and armor values scale to meet your level. All values here are based on level 2 and will scale higher based on when you encounter an enemy during your progress in the game. Also, many bosses and enemy types have unique modifiers that affect these values.

Bastards: Aliens

Alien			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	69	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Refractor Shield/Space Medicine
Armor	—	Weakness	—	—	Yes	—	—	—	—	—	
Shield	—										

Alien Chief of Security			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	196	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Space Rage/Space Grenade
Armor	—	Weakness	—	—	—	—	—	—	—	—	
Shield	—										

Alien Conspiracy Hobo			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	243	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:**Nazi Zombie **ABILITIES:** Have a Nip/Jack'd Up
Armor	20	Weakness	—	—	—	—	Yes	—	—	—	
Shield	—										

Alien Guard			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	Yes	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Space Taser/Perfect Dodge Stance
Armor	—	Weakness	—	—	Yes	—	—	—	—	—	
Shield	—										

Bastards: Clyde's Forces

Black Wizard			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	69	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:**— **ABILITIES:** Cursed Magic Missiles/Orbs of Shadows/Ray of Damnation/Sphere of Entropy
Armor	4	Weakness	—	—	Yes	—	—	—	—	—	
Shield	—										

Cutpurse			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	73	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Stab from the Shadows/Unholy Blade
Armor	8	Weakness	—	—	Yes	—	—	—	—	—	
Shield	—										

Dark Templar			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	69	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Death Bloom/Death Bloom's Final Gift/Summon Revenant
Armor	9	Weakness	Yes	—	—	—	—	—	—	—	
Shield	—										

Demolisher			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	90	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Crush Crush/Destruction/Final Stand
Armor	10	Weakness	—	—	Yes	—	—	—	—	—	
Shield	4										

Highwayman			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Blighted Bolts/Victory or Death!
Armor	6	Weakness	—	—	Yes	—	—	—	—	—	
Shield	—										

Savage			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Annihilation/Final Stand/Smash Smash
Armor	16	Weakness	—	—	—	Yes	—	—	—	—	
Shield	—										

Shadow Knight			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	90	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Cursed Blade/Dance of Death/Shadow Touch
Armor	12	Weakness	—	—	—	Yes	—	—	—	—	
Shield	5										

Bastards: Elves

Elven Archer			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Barbed Arrows
Armor	—										

Shield	—	Weakness	Yes	—	—	—	—	—	—	—

Elven Bruiser		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	—	—	—	—
Armor	12									
Shield	—	Weakness	Yes	—	—	—	—	—	—	—

STATUS EFFECTS: —
ABILITIES: Fury of the Elves/Riposte Stance

Elven Enforcer		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	102	Immunity	—	—	—	—	—	—	—	—
Armor	6									
Shield	—	Weakness	Yes	—	—	—	—	—	—	—

STATUS EFFECTS: —
ABILITIES: Wrath of the Elves/Hoe's Fury

Elven Priest		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	69	Immunity	—	—	—	—	—	—	—	—
Armor	—									
Shield	—	Weakness	Yes	—	—	—	—	—	—	—

STATUS EFFECTS: —
ABILITIES: Wild Power/Nature's Bounty/Forest Blessing/Nature Power/Nature's Rebirth

Elven Protector		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	122	Immunity	—	—	—	—	—	—	—	—
Armor	10									
Shield	3	Weakness	—	—	Yes	—	—	—	—	—

STATUS EFFECTS: —
ABILITIES: Wild Power/Nature's Bounty/Forest Blessing/Nature Power/Nature's Rebirth/Slowing Smash

Elven Sentinel		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	—	—	—	—
Armor	16									
Shield	—	Weakness	Yes	—	—	—	—	—	—	—

STATUS EFFECTS: —
ABILITIES: Armor Up/Earthly Smite

Elven Swordsman		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	—	—	—	—
Armor	—									
Shield	—	Weakness	Yes	—	—	—	—	—	—	—

STATUS EFFECTS: —
ABILITIES: Wrath of the Elves/Riposte Stance

Bastards: Gingers

Ginger Hall Monitor		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	—	—	—	—
Armor	—									
Shield	—	Weakness	Yes	—	—	—	—	—	—	—

STATUS EFFECTS:—
ABILITIES: Ginger Bite/Touch of the Ginger

Ginger Hall Monitor		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	—	—	—	—
Armor	—									

STATUS EFFECTS: —
ABILITIES: Ginger Bite/Ginger Strikes/Gingerbread Break

Shield	—	Weakness	—	—	—	—	Yes	—	—	—	

Ginger Hall Pass Police		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Touch of the Ginger/Gingerbread Break/Defense in the Red
Armor	10									
Shield	3	Weakness	Yes	—	—	—	—	—	—	—	

Ginger Hall Security		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Red Death from Above/Gingerbread Break
Armor	—									
Shield	—	Weakness	—	—	—	—	Yes	—	—	—	

Bastards: Gnomes

Gnome Conjuror		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	65	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:**— **ABILITIES:** Gloomy Forecasted Earnings/Financial Arbitration/Liquidate Assets
Armor	—									
Shield	1	Weakness	—	—	Yes	—	—	—	—	—	

Gnome Elementalist		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	37	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Promote Synergy/Transgressive Recapitalization
Armor	—									
Shield	3	Weakness	Yes	—	—	—	—	—	—	—	

Gnome Mage		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	57	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Aggressive Schedule/Fiscal Impact
Armor	—									
Shield	2	Weakness	Yes	Yes	—	—	—	—	—	—	

Bastards: Hobos

Angry Hobo		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	90	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Curb Stomp/Liquid Courage
Armor	8									
Shield	—	Weakness	—	—	Yes	—	—	—	—	—	

Crazy Hobo		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	243	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Have a Nip/Jack'd Up
Armor	20									
Shield	—	Weakness	—	—	Yes	—	—	—	—	—	

Drunken Hobo		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	73	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Have a Nip/Jack'd Up
Armor	16									
Shield	—	Weakness	—	—	Yes	—	—	—	—	—	

Bastards: KKK

KKK Abbot		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 69	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS: —** **ABILITIES:** Bounce Back/Convalesce
Armor 8										
Shield —	Weakness	Yes	—	—	—	—	—	—	—	

KKK Crossbowman		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 69	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS: —** **ABILITIES:** Slime Bolts/Bunker Down
Armor —										
Shield —	Weakness	—	—	—	—	Yes	—	—	—	

KKK Paragon		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 122	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS: —** **ABILITIES:** Reflect Stance/Bloody Blow/Unbreakable
Armor 5										
Shield 3	Weakness	—	—	—	Yes	—	—	—	—	

KKK Ranger		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 69	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS: —** **ABILITIES:** Slime Bolts/Hunker Down
Armor 10										
Shield —	Weakness	—	—	—	—	Yes	—	—	—	

KKK Soldier		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 73	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS: —** **ABILITIES:** Riposte Stance/Conscripted Fury
Armor 12										
Shield —	Weakness	—	—	Yes	—	—	—	—	—	

Bastards: Mongolians

Mongolian Khorchin		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 81	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS: —** **ABILITIES:** Burning Barrage/Blinding Shot
Armor 6										
Shield —	Weakness	—	—	Yes	—	—	—	—	—	

Mongolian Torguud		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 98	Immunity	—	—	—	—	—	—	—	—	STATUS EFFECTS —: **ABILITIES:** Fury of the Horde/Berserker Blow
Armor 10										
Shield —	Weakness	Yes	—	—	—	—	—	—	—	

Bastards: Nazi Zombies

Nazi Zombie (Hawaii)		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 81	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:**Nazi Zombie **ABILITIES:** Zombie Rage/Nazi Zombie Bite
Armor 16										
Shield —	Weakness	—	—	—	—	Yes	—	—	—	

Nazi Zombie		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 90	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:** Nazi Zombie **ABILITIES:**Head Shot/Nazi Zombie Bite
Armor 16										

Shield	—	Weakness	—	—	—	—	Yes	—	—	—

Nazi Zombie (Riot)			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	102	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:**Nazi Zombie **ABILITIES:**Nazi Zombie
Armor	16										
Shield	—	Weakness	—	—	—	—	Yes	—	—	—	

Nazi Zombie Bacteria			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	Yes	—	—	Yes	—	**STATUS EFFECTS:** Nazi Zombie/Stem Cell Regeneration **ABILITIES:** Nazi Zombie Bite/Mutant Cell Shot/Reproduction
Armor	16										
Shield	—	Weakness	—	—	—	—	Yes	—	—	—	

Nazi Zombie Cow			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	49	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:**—
Armor	16										
Shield	—	Weakness	Yes	—	—	—	—	—	—	—	

Nazi Zombie Fetus			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	102	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:** Nazi Zombie/Stem Cell Regeneration **ABILITIES:** Projectile Vomit/Brain Damage
Armor	—										
Shield	—	Weakness	—	—	—	—	Yes	—	—	—	

Nazi Zombie Giant Rat			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:** Nazi Zombie **ABILITIES:** Nazi Zombie Bite/Rabid Fever/Feverish Bite
Armor	—										
Shield	—	Weakness	Yes	—	—	—	Yes	—	—	—	

Nazi Zombie Ginger Feldwebel			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:** Nazi Zombie **ABILITIES:** Nazi Zombie Bite/Rabid Fever/Feverish Bite
Armor	—										
Shield	—	Weakness	Yes	—	—	—	Yes	—	—	—	

Nazi Zombie Ginger Oberleutnant			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:** Nazi Zombie **ABILITIES:** Touch of the Ginger/Nazi Zombie Bite/Cheesy Poofs
Armor	16										
Shield	3	Weakness	Yes	—	—	—	—	—	—	—	

Nazi Zombie Hauptmann			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	122	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:** Nazi Zombie **ABILITIES:** Stab from the Shadows/Cursed Blade/Unholy Blade
Armor	40										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Nazi Zombie Kitty			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	69	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:** Nazi Zombie **ABILITIES:** Caterwaul/Putrid Bite/Nazi Zombie Bite
Armor	16										
Shield	—	Weakness	Yes	—	—	—	Yes	—	—	—	

Nazi Zombie Kommandant			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	214	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:** Nazi Zombie **ABILITIES:** Schnell!/Nazi Zombie Bite/Cheesy Poofs
Armor	16										

Shield	—	Weakness	—	—	—	—	Yes	—	—	—

Nazi Zombie Oberst		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	122	Immunity	—	—	—	Yes	—	—	—	—
Armor	40									
Shield	—	Weakness	—	—	—	—	—	—	—	—

STATUS EFFECTS: Nazi Zombie
ABILITIES: Nazi Zombie Bite/Cursed Blade

Nazi Zombie Shambling Gnome		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	90	Immunity	—	—	—	Yes	—	—	—	—
Armor	16									
Shield	3	Weakness	—	—	—	—	Yes	—	—	—

STATUS EFFECTS: Nazi Zombie
ABILITIES: Aggressive Schedule/Financial Impact/Nazi Zombie Bite

Nazi Zombie Shuffling Gnome		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	Yes	—	—	—	—
Armor	16									
Shield	1	Weakness	Yes	—	—	—	—	—	—	—

STATUS EFFECTS: Nazi Zombie
ABILITIES: Gloomy Earnings/Fiscal Arbitration/Deteriorated Remuneration/Nazi Zombie Bite

Shambling Nazi Zombie		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	Yes	—	—	—	—
Armor	16									
Shield	—	Weakness	—	—	—	—	Yes	—	—	—

STATUS EFFECTS: Nazi Zombie
ABILITIES: Nazi Zombie Bite/Curb Stomp

Shambling Nazi Zombie Korporal		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	Yes	—	—	—	—
Armor	16									
Shield	—	Weakness	Yes	—	—	—	—	—	—	—

STATUS EFFECTS: Nazi Zombie
ABILITIES: Nazi Zombie Bite/Frag Out

Shuffling Nazi Zombie Korporal		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	Yes	—	—	—	—
Armor	16									
Shield	—	Weakness	Yes	—	—	—	—	—	—	—

STATUS EFFECTS: Nazi Zombie
ABILITIES: Nazi Zombie Bite/Frag Out

Unusually Large Nazi Zombie Rat		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	Yes	—	—	—	—
Armor	16									
Shield	—	Weakness	Yes	—	—	—	Yes	—	—	—

STATUS EFFECTS: Nazi Zombie
ABILITIES: Nazi Zombie Bite/Mega Rabid Bite/Plagued Strikes

Bastards: Quest Enemies

Bully Girl		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	—	—	—	—
Armor	—									
Shield	—	Weakness	—	—	—	—	—	—	—	—

STATUS EFFECTS: —
ABILITIES: Can't Touch Us/Girl Hustle/Let's Get Tough

Bully Girl (Clyde)		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	—	—	—	—
Armor	12									

STATUS EFFECTS: —
ABILITIES: Gut Bash/Kidney Wallop/Liver Slug

Shield	—	Weakness	Yes	—	—	—	—	—	—	—

Elven Anti-Magician		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	304	Immunity	—	—	—	Yes	—	—	Yes	—
Armor	20									**STATUS EFFECTS:** — **ABILITIES:** Purifying Rage/Cleansing Inferno
Shield	—	Weakness	—	—	—	—	—	—	—	—

Gate Security Guard		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	153	Immunity	—	—	—	—	—	—	—	—
Armor	20									**STATUS EFFECTS:** — **ABILITIES:** Rent-a-Cop Rush/Taze You Senseless
Shield	—	Weakness	—	—	—	—	—	—	—	—

Meth Head (Female)		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	106	Immunity	—	—	—	—	—	—	—	—
Armor	—									**STATUS EFFECTS:** — **ABILITIES:** Burning Down the House/Curb Stomp
Shield	—	Weakness	—	—	Yes	—	—	—	—	—

Meth Head (Male)		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	122	Immunity	—	—	—	—	—	—	—	—
Armor	—									**STATUS EFFECTS:** **ABILITIES:**
Shield	—	Weakness	—	—	Yes	—	—	—	—	—

Monica's Boyfriend		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	122	Immunity	—	—	—	—	—	—	—	—
Armor	—									**STATUS EFFECTS:** — **ABILITIES:** Low Blow/Dick Knock/Paunch Punch
Shield	—	Weakness	—	—	Yes	—	—	—	—	—

Pedophile		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	122	Immunity	—	—	—	—	—	—	—	—
Armor	—									**STATUS EFFECTS:** — **ABILITIES:** —
Shield	—	Weakness	—	—	Yes	—	—	—	—	—

Secret Service Agent		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	153	Immunity	—	—	—	—	—	—	—	—
Armor	40									**STATUS EFFECTS:** — **ABILITIES:** Riposte Stance/Concussion Grenade
Shield	—	Weakness	—	—	Yes	—	—	—	—	—

Secret Service Specialist		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	90	Immunity	—	—	—	—	—	—	—	—
Armor	40									**STATUS EFFECTS:** — **ABILITIES:** Head Shot/Aimed Shot
Shield	—	Weakness	—	—	Yes	—	—	—	—	—

She-Ogre		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	976	Immunity	—	—	—	—	Yes	—	—	—
Armor	—									**STATUS EFFECTS:** — **ABILITIES:** Rage of the Monthlies/Cherry Bomb/The Red Death
Shield	—	Weakness	—	—	Yes	—	—	—	—	—

Smoking Scoundrel		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	—	—	Yes	—
Armor	—									**STATUS EFFECTS:** Tough Skinned **ABILITIES:** Gut Punch/Kidney Punch/Liver Punch

Shield —	Weakness	—	—	Yes	—	—	—	—	—	

Sparky		**Fire**	**Frost**	**Shock**	**Gross**	**Holy**	**Stun**	**Magic**	**Pissed**	
HP 81	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:—** **ABILITIES:** Call of the Wild
Armor —										
Shield —	Weakness	—	—	Yes	—	—	—	—	—	

SWAT Marksman		**Fire**	**Frost**	**Shock**	**Gross**	**Holy**	**Stun**	**Magic**	**Pissed**	
HP 102	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS: —** **ABILITIES:** Aimed Shot/Head Shot
Armor 48										
Shield —	Weakness	—	—	—	Yes	—	—	—	—	

The Sparrow Prince		**Fire**	**Frost**	**Shock**	**Gross**	**Holy**	**Stun**	**Magic**	**Pissed**	
HP 486	Immunity	—	Yes	—	Yes	—	—	—	—	**STATUS EFFECTS:** Ghostly **ABILITIES:** Birds Are Dirty/Reflect Stance/Sparrow Magic Beam
Armor —										
Shield —	Weakness	—	—	Yes	—	—	—	—	—	

Bastards: Rats

Baby Rat		**Fire**	**Frost**	**Shock**	**Gross**	**Holy**	**Stun**	**Magic**	**Pissed**	
HP 32	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS: —** **ABILITIES:** Dirty Little Bastard
Armor —										
Shield —	Weakness	—	—	Yes	—	—	—	—	—	

Bardic Rat with Bardic Hat		**Fire**	**Frost**	**Shock**	**Gross**	**Holy**	**Stun**	**Magic**	**Pissed**	
HP 24	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS: —** **ABILITIES:** —
Armor —										
Shield —	Weakness	—	—	Yes	—	—	—	—	—	

Giant Rat (Gnomes)		**Fire**	**Frost**	**Shock**	**Gross**	**Holy**	**Stun**	**Magic**	**Pissed**	
HP 81	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS: —** **ABILITIES:** Buffs of Unusual Size
Armor —										
Shield —	Weakness	—	—	Yes	—	—	—	—	—	

Giant Rat (School)		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 81	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS: —** **ABILITIES:** Buffs of Unusual Size
Armor —										
Shield —	Weakness	Yes	—	—	—	—	—	—	—	

Mama Rat		**Fire**	**Frost**	**Shock**	**Gross**	**Holy**	**Stun**	**Magic**	**Pissed**	
HP 122	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS: —** **ABILITIES:** Dirty Little Bastard
Armor —										
Shield —	Weakness	—	—	Yes	—	—	—	—	—	

Mutant Rat		**Fire**	**Frost**	**Shock**	**Gross**	**Holy**	**Stun**	**Magic**	**Pissed**	
HP 81	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS: —** **ABILITIES:** Dirty Little Bastard
Armor —										

Shield	—	Weakness	—	—	Yes	—	—	—	—	—

Rabid Rat		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	40	Immunity	—	—	—	—	—	—	—	—
Armor	—									
Shield	—	Weakness	—	—	Yes	—	—	—	—	—

STATUS EFFECTS: —
ABILITIES: Dirty Little Bastard

Unusually Large Rat		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	102	Immunity	—	—	—	—	—	—	—	—
Armor	—									
Shield	—	Weakness	Yes	—	—	—	—	—	—	—

STATUS EFFECTS: —
ABILITIES: Squeak! Squeak!

Bastards: Wild Animals

Bacteria		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	—	—	—	—	Yes	—	—	—
Armor	—									
Shield	—	Weakness	—	—	Yes	—	—	—	—	—

STATUS EFFECTS: Stem Cell Regeneration
ABILITIES: Bacterial Infection/Mutant Cell Shot/Reproduction

Barking Spider		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	183	Immunity	—	—	—	—	—	—	Yes	—
Armor	1000									
Shield	—	Weakness	—	—	—	—	Yes	—	—	—

STATUS EFFECTS: —
ABILITIES: Canadian Spider Bark/Spider Baby Blast/Web Shot

Bat		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	24	Immunity	—	—	—	—	—	—	—	—
Armor	—									
Shield	—	Weakness	—	—	Yes	—	—	—	—	—

STATUS EFFECTS: —
ABILITIES: —

Dire Bear		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	122	Immunity	—	—	—	—	—	—	—	—
Armor	—									
Shield	—	Weakness	—	—	Yes	—	—	—	—	—

STATUS EFFECTS: —
ABILITIES: Canadian Greeting/Laser Eyes/Bear Balls

Dire Bear Cub		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	49	Immunity	—	—	—	—	—	—	—	—
Armor	—									
Shield	—	Weakness	—	—	Yes	—	—	—	—	—

STATUS EFFECTS: —
ABILITIES: Canadian Greeting/Laser Eyes/Bear Balls

Dire Wolf		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	122	Immunity	—	—	—	—	—	—	—	—
Armor	—									
Shield	—	Weakness	Yes	—	—	—	—	—	—	—

STATUS EFFECTS:—
ABILITIES: Canadian Greeting/Frost Breath/Wolf Balls

Ferocious Wild Dog		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	122	Immunity	—	Yes	—	—	—	—	—	—
Armor	—									

STATUS EFFECTS: —
ABILITIES: Bad Ferocious Doggie/Ferocious Bite

Shield —	Weakness	Yes	—	—	—	—	—	—	—	

Fruit Bat		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 305	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Juiced Up/Sonar Scan
Armor —										
Shield —	Weakness	Yes	—	—	—	—	—	—	—	

Giant Bat		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 49	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Guano Bombing Run/Shreeeeeeeeek!
Armor —										
Shield —	Weakness	—	—	Yes	—	—	—	—	—	

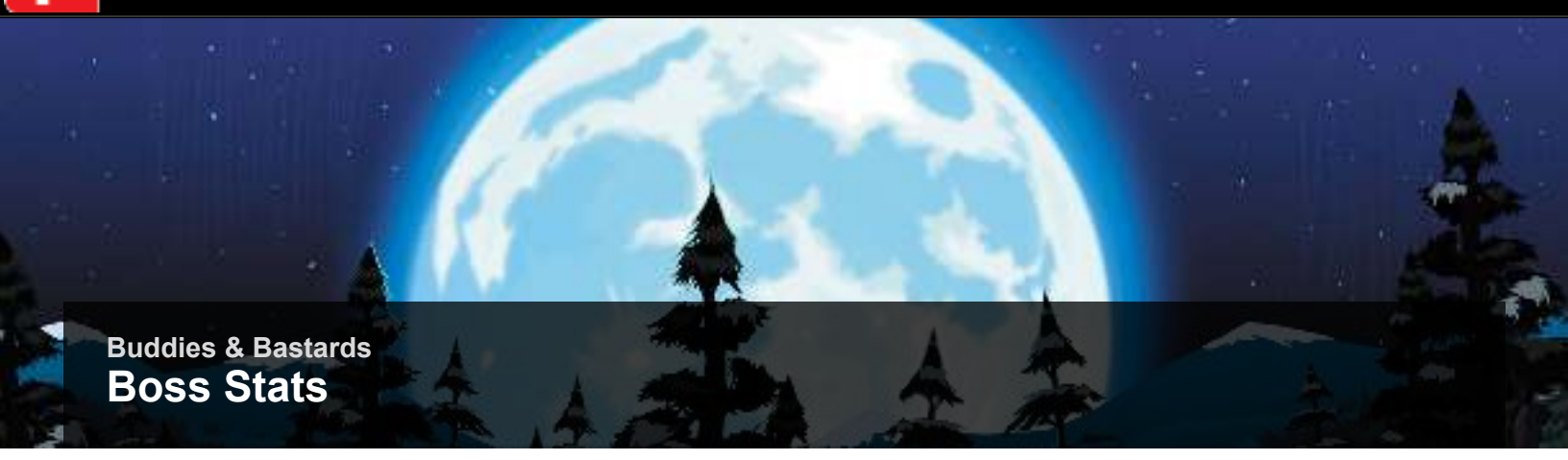
Mangy Wild Dog		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 102	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Bad Mangy Mutt/Mangy Bite
Armor —										
Shield —	Weakness	—	—	—	—	Yes	—	—	—	

Mutant Bacteria		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 608	Immunity	—	—	—	Yes	—	—	Yes	—	**STATUS EFFECTS:** Stem Cell Regeneration **ABILITIES:** Mega Reproduction/Mutant Drain/Mutant Cell Shot
Armor —										
Shield —	Weakness	—	—	Yes	—	—	—	—	—	

Penis Mouse		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 243	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Venereal Hug/Infectious Bite
Armor —										
Shield —	Weakness	—	—	Yes	—	—	—	—	—	

Rabid Junkyard Dog		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 366	Immunity	—	—	—	Yes	—	—	Yes	—	**STATUS EFFECTS:** — **ABILITIES:** Bad Mangy Mutt/Rabid Bite
Armor —										
Shield —	Weakness	—	—	Yes	—	—	—	—	—	

Snake		Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP 81	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Canadian Greeting/Helo Strikes/Lunch Bones
Armor —										
Shield —	Weakness	—	—	Yes	—	—	—	—	—	



Buddies & Bastards

Boss Stats

Bastards: Bosses

Al Gore			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	365	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** Boss **ABILITIES:** Excelsior/Global Warming/Summon Secret Service
Armor	24										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Alien Co-Pilot			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	243	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** Boss/Hooked Up to Defense Matrix **ABILITIES:** Fire Phasers!/Make It So/Set to Kill
Armor	—										
Shield	—	Weakness	—	—	Yes	—	—	—	—	—	

Alien Defense Matrix			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	81	Immunity	Yes	Yes	Yes	—	—	—	Yes	—	**STATUS EFFECTS:** Boss/Defense Matrix Condition Green **ABILITIES:** Activating Defense Matrix
Armor	—										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Alien Pilot			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	243	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** Boss/Hooked Up to Defense Matrix **ABILITIES:** Fire Photon Torpedo/Set to Stun/Shields Up/You Have the Bridge
Armor	—										
Shield	—	Weakness	—	—	Yes	—	—	—	—	—	

Bishop of Banff			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	304	Immunity	—	—	—	—	—	—	Yes	—	**STATUS EFFECTS:** Boss **ABILITIES:** Cleanse the Wicked/Judge the Philistine
Armor	500										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Butters			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	305	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** Boss **ABILITIES:** Hammer of Justice/Hammer of Storms/Healing Touch
Armor	28										
Shield	5	Weakness	—	—	—	—	—	—	—	—	

Cartman			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	608	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** Boss/Mad With Power **ABILITIES:** Cheesy Poofs/Flame Spray/Shower of Ice
Armor	—										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Craig			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	414	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** Boss **ABILITIES:** Clone Army/Death from Above/Fake Out
Armor	14										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Giant Nazi Zombie Fetus			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	486	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:** Boss/Nazi Zombie **ABILITIES:** Projectile Vomit/Vomit Blast
Armor	—										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Hallway Monitor Boss			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	243	Immunity	—	—	—	—	—	—	—	Yes	**STATUS EFFECTS:** — **ABILITIES:** Get 'Em Boys!/No Hall Pass, No Mercy/He's Calling Your Parents!/Now You're in for It/The Phone's Ringing
Armor	10										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Jimmy the Bard			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	608	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** — **ABILITIES:** Brown Note/Lullabye/Pied Piper's Song/Song of Protection/Once Upon a Maiden
Armor	—										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Kyle			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	608	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** Boss **ABILITIES:** Entangling Vines/Summon Elven Berserker
Armor	—										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

ManBearPig			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	486	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** Boss/ManBearPig Mask **ABILITIES:** Cry of the ManBearPig/Grab Helmet/ManBearPig Rampage
Armor	650										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Mongolian Horde			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	365	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** Boss **ABILITIES:** Blacken the Skies/Mongolian Barbecue/Sweet and Sour Surprise
Armor	10										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Nazi Zombie Chef			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	972	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** Boss **ABILITIES:** Chocolate Salty Balls/Hello Children
Armor	500										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Nazi Zombie Princess Kenny			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	486	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** Boss **ABILITIES:** Nazi Zombie Furry Friends/Nazi Zombie Goo/Nazi Zombie Unicorn Stampede/Rainbow/Summon Nazi Zombie Death/Zombie Vomit
Armor	40										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Princess Kenny			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	486	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** Boss **ABILITIES:** Furry Friends/Rainbow/Unicorn Stampede
Armor	30										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Stan			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	366	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** Boss **ABILITIES:** Call Sparky/Cheesy Poofs/Discus of Might/Riposte Stance/Way of the Sword/Whirlwind Slash
Armor	28										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Umbilical Cord			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	244	Immunity	—	—	—	Yes	—	—	—	—	**STATUS EFFECTS:** Boss/Nazi Zombie **ABILITIES:** —
Armor	—										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Underpants Warlock			Fire	Frost	Shock	Gross	Holy	Stun	Magic	Pissed	
HP	243	Immunity	—	—	—	—	—	—	—	—	**STATUS EFFECTS:** Boss **ABILITIES:** Levitate/Shrink Underwear
Armor	40										
Shield	—	Weakness	—	—	—	—	—	—	—	—	

Welcome to South Park
Introduction

South Park is a big place for a small kid like you. Your block holds a crapload of excitement—and annoying little elves—and if you scour the neighborhood you'll find enough social networking friends to put everyone to shame, while loading up on loot until your underwear sags. Once you start going on quests, you'll discover important landmarks, from Kenny's house to Jimbo's Guns to the underground sewers. Whenever you reach the edge of the map you'll encounter the Lost Forest, which lives up to its name—and you'll have to figure out how to get un-lost if you ever want to reach the Great Kingdom to the North, a.k.a. Canada.

Here's an overview of what to expect in each map area. Simply scan the South Park map poster for a numbered area and look up the numbered area in the text for points of interest and tips on how to maximize your experience in that area. At least school taught you to read maps, right?

Welcome to South Park

1. Lost Forest

Points of Interest

- Blood Orgy (12 friends)
- Canada (if you continue north)
- The farm (if you continue south)

What You Can Find Here

The Lost Forest surrounds the South Park map. Basically, if you try to exit the town, you end up in the Lost Forest. If you turn around immediately, you're back to your previous destination. If, however, you begin to wander in the woods, well, you get lost. Going right and left in the woods leads to an endless loop of forest scene after forest scene, randomly selected for your viewing pleasure.

When you want to exit the Lost Forest and head into town, keep going south. Eventually, you will leave the woods and end up on the farm. One more step south leads you to U-Stor-It.

In Day 3, you will need to find the Great Kingdom to the North: Canada. Once inside the Lost Forest (any location), keep going north. Eventually, you will run into the Canadian border. If you have your passport, you can pass through into Canada; otherwise, you'll be turned away. See the Day 3 walkthrough chapter for more details.

Getting lost in the forest can lead to unexpected surprises, like running in circles and seeing the same bridge over and over again (bad) or running into Ferocious Wild Dogs (worse).

Want an even bigger surprise and the collection of the most social networking friends in the game? Try wandering in the following pattern: right, up, right, down, and right. You will stumble upon a dozen critters standing next to a decorated Christmas tree. These cuddly creatures are all smiles and only want to save your soul. If you accept the one true Lord as your personal savior and renounce all others as false idols, you'll be cleansed and gain 12 new social networking friends: Beary, Rabbity, Skunky, Beavery, Mousey, Squirrely, Deery, Woodpeckery, Porcupiney, Foxy, Chickadee-y, and Raccoony. It's a great deal, with only one small catch: The one true Lord is Satan, not Jesus. If you want to be all religious about it and refuse the offer, you'll be friendless and can go find your own cross to martyr yourself on.

Location Maps

2. Skeeter's Bar and Cocktails

Points of Interest

- Mr. McCormick (friend)
- Skeeter (friend)
- Flowerpotamus (Chinpokomon)
- **Rats in the Cellar** side quest
- Bartender (friend)

What You Can Find Here

Skeeter’s establishment is the last restaurant on the block, right next to the Lost Forest. You can make three friends here and pick up the side quest “Rats in the Cellar.”

Look for Mr. McCormick drunk in a pile of garbage left of the sign. Destroy the garbage to free and friend him.

Enter the bar and talk to Skeeter in the flashy pink shirt. He doesn’t take kindly to your kind, but he makes an exception because it’s just one of you. He signs up as a friend as well.

Take aim on the back wall and knock the Chinpokomon off the shelf. Pick it up to add Flowerpotamus to your collection.

Skeeter will also offer you a job: clean out his cellar full of rats. If you accept the “Rats in the Cellar” side quest, flip to the “Side Quests” chapter for complete details on how best to control pests. Complete the quest to befriend Skeeter and the bartender.

Location Map

Welcome to South Park

3. Jimbo's Gun

Points of Interest

- "Big Game Huntin' with Jimbo" side quest
- Treasure chest via alien probe in shop
- Jimbo (friend)
- Ned (friend)

What You Can Find Here

The Jimbo's Guns shop sits between Skeeter's bar on the left and Restaurant Row on the right. There's nothing of interest outside Jimbo's Guns unless you're on the "Nonconformist" quest, in which case you'll find a bunch of hoodlums smoking in the alley.

Speak with Jimbo behind the counter and buy his *Hunter's Guide to South Park Wildlife* book ($3) to activate the "Big Game Huntin' with Jimbo" side quest. Jimbo gives you some bizarre items to lure out dangerous creatures hidden around South Park, such as Fromunda Cheese to uncover the Penis Mouse or the Moldy Sausage to draw out the Rabid Junkyard Dog. See the "Side Quests" walkthrough section for details on each creature and its hidden location. Once you complete the side quest, Jimbo and Ned befriend you.

Once you have the alien probe and the key Jimbo gives you for completing the "Big Game Huntin' with Jimbo" quest, you can go after the secret chest on the shelf. Teleport up to the shelf and open the chest for a little cash, the Axe of the Underworld, Grenade of Slowing, the Alaskan Whaler, a Turtle Patch, and a White Whale Patch, among other tidbits.

Jimbo's Guns

Item Type	Item	Level	Cost
Weapons	Warrior's Longsword	8	$12.00
Weapons	Sweet Katana	14	$75.00
Weapons	Wooden Crossbow	6	$14.00
Weapons	Crossbow of Impalement	14	$50.00
Equipment	Gas Mask	2	$5.00
Weapon Strap-Ons	Iron Crossguard	6	$5.00
Weapon Strap-Ons	Wooden Hilt	10	$10.00
Weapon Strap-Ons	Iron Hilt	13	$20.00
Equipment Patches	Sword and Shield Patch	10	$10.00
Miscellaneous	Hunter's Guide to South Park Wildlife (Quest)	0	$3.00

Location Map

Welcome to South Park

4. City Wok

Points of Interest

- Mr. Kim (friend)
- **Mongolian Beef** side quest
- Miniature Gong

What You Can Find Here

You'll find City Wok on the western end of Restaurant Row. Other than elves occasionally wandering through hoping to give you a massive wedgie, the outside of City Wok is uneventful.

Head inside and speak with Mr. Kim at the counter. He sends you on the "Mongolian Beef" side quest to beat up the Mongolians' kids in the Tower of Peace next door; he's hoping that bit of intimidation will send them running for the hills and allow him to put out a whole-new, edible, non-Mongolian menu. After you speak with Mr. Kim, you can access the shop list and purchase consumables. After you complete the "Mongolian Beef" side quest, Mr. Kim befriends you and gives you the **Miniature Gong**, which you can use to summon Mr. Kim to your side in battle once a day. See the "Side Quests" chapter for more details.

City Wok Shop

Item Type	Item	Level	Cost
Consumables	Health Potion (Small)	1	$1.00
Consumables	Health Potion (Large)	1	$5.00
Consumables	Speed Potion	1	$2.00
Consumables	Cure Potion	1	$1.00
Consumables	Revive Potion	1	$3.00
Consumables	Strength Potion	1	$2.00
Consumables	Power Potion	1	$2.00

Location Map

Welcome to South Park

5. Tower of Peace

Points of Interest

- Brocorri (Chinpokomon)
- Quest objective for **Mongolian Beef** side quest
- Lambtron (Chinpokomon)
- Fast Travel Flag

What You Can Find Here

Outside the Tower of Peace sits a Fast Travel Flag, making this a convenient travel point when you want to access the northwest section of the map. There's also a frozen Chinpokomon. To free the Chinpokomon from its icy cage, stand next to the lantern and use Cup-a-Spell to blow open the lantern and douse the frozen Chinpokomon with a blast of fire. Now the thawed **Brocorri** is yours.

After you speak to Mr. Kim at City Wok and gain the "Mongolian Beef" side quest, you can enter the Tower of Peace. See the "Side Quests" chapter for more details on the quest. On the tower's second story, look for **Lambtron** to the far right. The Chinpokomon is trapped in a cage, and a single shot will bring the cage down and give you another prized collectable.

Location Map

Welcome to South Park

6. City Sushi

Points of Interest

- Treasure Chest

What You Can Find Here

It looks like there's nothing happening at City Sushi—police tape seals off a ruined restaurant that hasn't seen a paying customer since John Travolta in a white suit. However, crack open the stone slab on the left side of the door to reveal a small crack in the window pane. Use your Gnome Dust to shrink down and get inside.

Open the treasure chest inside the deserted City Sushi. You'll find a **Topknot Wig, Katana Patch,** and a **Self Defense Patch** among the spoiled sushi on the floor.

Location Map

Welcome to South Park

7. Mall

Points of Interest

- UFO (Day 1)
- Beetlebot (Chinpokomon)
- U.S. Government Facility (Day 2)
- Gunrilla (Chinpokomon)

What You Can Find Here

The South Park Mall is closed at the start of the game. Rumors circulate that it's getting bulldozed for a new Taco Bell. Fortunately for the mall, that's not the case. Unfortunately for the mall, a UFO crash lands on it at the end of Day 1. You can recover the **Beetlebot** Chinpokomon inside the UFO and find the **Gunrilla** Chinpokomon inside the government facility that's erected around the UFO after it drops out of the sky in Day 2. See the walkthrough sections for more details.

Location Map

Welcome to South Park

8. Dark Meadows Estate/Tokens House

Points of Interest

- "Gate Crasher" main quest
- Duffel bag (gate)
- Treasure chest (garage)
- Velocirapstar (Chinpokomon)
- Token (friend)
- Treasure chest (roof)
- Fast Travel Flag

What You Can Find Here

The “Gate Crasher” main quest in Day 1 sends you to the Dark Meadows estate. You’ll need the Gas Mask to avoid a lung full of mace from the security guard at the gate. See the Day 1 walkthrough section for complete details. Once you get past the security guard, rummage through the duffel bag behind the security checkpoint for a **Revive Potion**.

Next, head over to the garage, open it, and climb the ladder to the attic. Open the treasure chest here for the **Friar Cap, Token Wig**, and lots of other crap, like a **Water Balloon** and **Barry Bonds Bat**.

Note that you will need the alien probe to reach the second treasure chest on the roof. Return during Day 2 and use the alien probe to teleport from the attic to the roof. Smash the chimney at the far end to reveal the chest. Inside you’ll find the **Squire Armor, Longflip Wig**, and **Wooden Grip**.

Return to the ground and stand in front of the bushes to the left of the main door. Look up in the second-floor window and you’ll see a Chinpokomon resting on the windowsill. Shoot it down to recover **Velocirapstar**.

Location Map

Welcome to South Park

9. Bijou Theatre

Points of Interest

- Fatdactyl (Chinpokomon)
- Damien (friend)
- Backpack (inside theater)
- Duffel bag (inside theater)
- Al Gore (friend)
- ManBearPig side quest

What You Can Find Here

The ticket manager won't let you in to see "Asses of Fire 2" playing in the cinema, and you'll have to watch for loitering elves that want to mess you up, but Bijou Theatre holds several items of interest. The first—**Fatdactyl** the Chinpokomon—perches atop the ticket booth and can be brought down with a single shot. Once you have your collectable, enter the theater despite the manager's taunts that you're underage.

Inside the theater, speak with Damien, who sits closest to you all in black. He claims he's the Antichrist, which shouldn't bother you much 'cause he signs up as another social networking friend.

Next, circle around the seats and head down the opposite aisle to the front. Break the second front-row seat to reveal a backpack at the feet of a couple watching the film. Open the backpack for a bunch of junk, including **3D Glasses** and an **Asses of Fire 2 Poster**.

About midway up the aisle, you can scoot two seats in and break a series of cracked chairs to find a hidden duffel bag behind an empty middle seat. Open the duffel bag for an **80's Action Hero Wig**, **80's Action Shades**, an **Action Hero Badge**, and a **Power Potion**, among other cheap items like **Phil Collins' Oscar**.

If you walk past the right side of the building, former V. P. Al Gore solicits you from the bushes at the corner of the theater. Approach and he automatically befriends you—emphatically letting you know what a privilege his friendship really is—while handing you the "ManBearPig" side quest. See the "Side Quests" chapter for more details. After you complete the first part of the "ManBearPig" side quest, Al Gore opens up a shop for your hunting pleasure.

Location Map

Welcome to South Park

10. Tweek Bros. Coffee

Points of Interest

- "Hot Coffee" main quest
- Terribovine (Chinpokomon)
- Backpack (inside store)
- Tweek (friend)
- Mr. Tweek (friend)
- Mrs. Tweek (friend)

What You Can Find Here

The "Hot Coffee" main quest will take you to the Tweek Bros. coffee shop as you attempt to recruit Tweek. See the Day 1 walkthrough text for befriending Tweek and getting him to join the Kingdom of Kupa Keep. After you gain your Gnome Dust power, you can fetch the **Terribovine** Chinpokomon outside the coffee shop. Shrink down to get under the bench and pick up the collectable. You can also pick up the **Witch Hat** and **Gauntlet Patch** inside a gnome bag under the bench.

Speak with Mr. Tweek at the counter. He will introduce you to Tweek in the back room; however, you can also get Mr. Tweek and Mrs. Tweek to sign up as friends once you have enough cash to buy their **Speed Potion Ultra** off the shop menu.

A crack in the cabinet on the far side of the shop can be exploited to expose a hidden cavity. Search the bookbag within for a **Health Potion (Small)** and two **Striped Straws**.

Tweek Bros. Coffee Shop

Item Type	Item	Level	Cost
Consumables	Speed Potion Ultra	1	$15.00
Consumables	Speed Potion	1	$2.00
Consumables	Power Potion (Large)	1	$12.00
Consumables	Power Potion	1	$2.00
Consumables	Cure Potion	1	$1.00
Consumables	Health Potion (Small)	1	$1.00
Consumables	Health Potion (Large)	1	$5.00
Consumables	Mana Potion (Small)	1	$1.50
Quest Items	Tweek Bros. Dark Roast	1	$1.00

Location Map

Welcome to South Park

11. U-Stor-It

Points of Interest

- Quest objective for "Nonconformist" main quest
- Toolbox (inside truck)
- Quest objective for "Wasted Cache" side quest
- Ferasnarf (Chinpokomon)
- Duffel bag (inside Mackey's storage locker)
- Mackey's PO Box Key (inside Mackey's storage locker)
- General Disarray (friend inside Chaos Lair)
- Duffel bag (inside Chaos Lair)
- Refrigerator (inside Chaos Lair)
- Roo-Stor (Chinpokomon)
- Duffel bag (roof of Chaos Lair)
- Treasure chest (roof of Chaos Lair)
- Quest objective for "Unfriend Al Gore" side quest
- Fast Travel Flag

What You Can Find Here

U-Stor-It is a storage ground for miscellaneous quests and hidden items. Be sure to tag the Fast Travel Flag in front so you can return here easily and often.

The hobo vagrant outside is actually a street merchant. Talk to him for some interesting items, especially when you're on the "Nonconformist" quest and need the three Goth quest items.

Step up the boxes outside the back of the U-Stor-It truck to get inside. The Drunken Hobo and his Rabid Rats will attack you; get through them and you can unlock the toolbox for **Yellow Orange Dye** and some junk items.

To get past the closed gate, take the ramp up to the top of the garbage bin. Shoot the ladder on the billboard platform and it will release. Climb up the ladder, cross in front of the billboard, and climb down the second ladder to reach the U-Stor-It inner courtyard.

Head to the left and into the U-Stor-It office. Press the green "Unlock" button on the desk. This retracts the main gate so you can easily go in and out from now on.

Walk around to the back of the storage area. Storage locker 204 is Al Gore's, locker 221 is Mackey's, and locker 223 is the Chaos Lair.

Near the end of the "ManBearPig" side quest you'll gain **Al Gore's Storage Key** and can enter his locker site for the final confrontation.

You gain Mr. Mackey's key during the "Wasted Cache" side quest, which begins in the Community Center (map point 34). Use the key to open his storage area. Fire up at the Chinpokomon in the red bin on the top shelf and knock it down to the wooden planks. Chop away at the crap in the locker area until you can safely climb up the wooden ramps and reach **Ferasnarf**.

Use your alien probe to teleport over to the far right wooden plank. Open the duffel bag for the **Wings Facepaint, Health Potion (Large)**, and **Mackey's PO Box Key**. You can take Mackey's PO Box Key to the Post Office (map point 21) and open the box for some personal belongings and a **Small Battery**.

Using the Chaos Lair Key from Butters' bedroom, enter the Chaos Lair for the greatest source of loot in the storage areas. After the lights come on, walk over and smash the cardboard box to gain access to the rest of the lair. Speak with General Disarray to gain another friend, though he will only befriend you if you're already friends with Dougie, who's outside Butters' house (map point 43). Search the duffel bag in the corner for cash, some junk items, and **Butters' Squirrel Nose**, and open the refrigerator for a **Speed Potion** and some other minor items.

Climb the ladder past the fridge and shoot down the Chinpokomon atop the air duct. Nab **Roo-Stor** and enter the air duct. Climb the ladder up to the roof.

Head left on the roof and open the duffel bag for **Indigo Dye, Cash ($3)**, and the **Red Cross Badge**.

Head right on the roof and use your alien probe to access the robotic teleporter on the telephone pole. Beam down to the nearby roof and open the treasure chest for the **Squire Helmet** and a **Power Potion**.

U-Stor-It Street Merchant

Item Type	Item	Level	Cost
Consumables	Health Potion (Small)	1	$1.00
Consumables	Speed Potion	1	$2.00
Consumables	Cure Potion	1	$1.00
Consumables	Revive Potion	1	$3.00
Consumables	Strength Potion	1	$2.00
Consumables	Health Potion (Large)	1	$5.00
Equipment	Du Rag	1	$2.00
Equipment	Sweaty Headband	1	$2.00
Equipment	Training Gloves	1	$2.00
Flair	Black Eyeliner	1	$0.75
Flair	Emo Wig	1	$2.00
Weapon Strap-Ons	Dead Bird	2	$2.00
Weapon Strap-Ons	Toothpick	2	$2.00
Equipment Patches	Shard of a Beer Bottle	3	$5.00
Quest Items	Goth Cap	1	$5.00
Quest Items	Goth Costume	1	$8.00
Quest Items	Goth Gloves	1	$3.00

Location Map

12. Farm

Points of Interest

- Quest objective for "ManBearPig" side quest
- Quest objective for "Big Game Huntin' with Jimbo" side quest
- Quest objective for "Magical Songs" side quest

What You Can Find Here

The farm clearly has signs for “No Cow Tipping” and “Do It Yourself Veal.” However, you can also climb the ladders in the farm to plant one of your sensors for the “ManBearPig” side quest, and you can ring the white picket fence bell at the entrance to summon a beastie for the “Big Game Huntin’ with Jimbo” side quest. The farm itself can be opened if you have the Barn Key from the “Magical Songs” side quest. See the “Side Quests” chapter for more details. If you take the northern path, it leads you into the Lost Forest.

Location Map

Welcome to South Park

13. Canada

Points of Interest

What You Can Find Here

You need to go to Canada after you obtain your passport at the Photo-Dojo (map point 29) during the "Heading North" main quest. Proceed into the Lost Forest and keep going north until you reach the Canadian border. If you have your passport, the Mountie will let you in. Otherwise, go practice your "Ehs" and your slapshots and return later.

Ottawa will be the first place you visit in Canada. Speak with the Prince and Princess to continue on the main quest. You automatically befriend the Prince when you return after your confrontation with the Bishop of Banff. The Princess friends you at the end of the "O Canada" quest. Be sure to visit the Ottawa Goods and Supplies shop on the way into town and raid the green treasure chest in the gift shop on the way out of the castle for a **Joy Buzzer** and **Mana Potion (Large)**.

Ottawa Goods and Supplies

tem Type	Item	Level	Cost
Consumables	Health Potion (Small)	1	$1.00
Consumables	Health Potion (Large)	1	$5.00
Consumables	Cure Potion	1	$1.00
Consumables	Speed Potion	1	$2.00
Consumables	Revive Potion	1	$3.00
Consumables	Mana Potion (Small)	1	$1.50
Consumables	Mana Potion	1	$5.00
Consumables	Mana Potion (Large)	1	$7.50
Consumables	Power Potion	1	$2.00
Consumables	Strength Potion	1	$2.00
Weapons	Claymore of the Warrior	11	$22.00
Weapons	Canadian Halberd	12	$22.00
Weapon Strap-Ons	Rubber Grip	14	$19.00

You befriend the Earl of Winnipeg after you collect three Dire Bear pelts for him. Battle the Dire Bears in the northeast section of town, past the Royal Mounties. Check out the Winnipeg Block and Tackle shop whenever you're in town.

Winnipeg Block and Tackle

Item Type	Item	Level	Cost
Consumables	Health Potion (Small)	1	$1.00
Consumables	Health Potion (Large)	1	$5.00
Consumables	Cure Potion	1	$1.00
Consumables	Speed Potion	1	$2.00
Consumables	Revive Potion	1	$3.00
Consumables	Mana Potion (Small)	1	$1.50
Consumables	Mana Potion	1	$5.00
Consumables	Mana Potion (Large)	1	$7.50
Consumables	Power Potion	1	$2.00
Consumables	Strength Potion	1	$2.00
Weapons	Flamberge Rapier	11	$21.00
Weapon Strap-Ons	Dire Bear Claw Keychain	12	$14.00
Weapon Strap-Ons	Fortitude Patch	12	$19.00

Befriend the Bishop of Banff by sparing his life after your confrontation in the cathedral. Visit the Banff General Store to restock on consumables, and open the yellow chest in the cathedral after you beat up the Bishop for the **Discus of Bleeding, Ranger Patch, Power Potion**, and **Revive Potion**.

Banff General Store

Item Type	Item	Level	Cost
Consumables	Health Potion (Small)	1	$1.00
Consumables	Health Potion (Large)	1	$5.00
Consumables	Cure Potion	1	$1.00
Consumables	Speed Potion	1	$2.00
Consumables	Revive Potion	1	$3.00
Consumables	Mana Potion (Small)	1	$1.50
Consumables	Mana Potion	1	$5.00
Consumables	Mana Potion (Large)	1	$7.50
Consumables	Power Potion	1	$2.00
Consumables	Strength Potion	1	$2.00
Weapons	Holy Mossad Knife	11	$20.00
Equipment	Bishop Mitre	12	$12.00
Equipment	Bishop Gloves	12	$7.50
Equipment	Bishop Vestments	12	$22.50
Equipment Patches	Socialized Medicine Patch	10	$9.00
Equipment Patches	Demon Claw	12	$9.00

You gain the Duke of Vancouver's friendship after you take the Princess's Letter to him. Break through the crack in the northwest corner of his office to reach the blue chest and recover the **Lumberjack Beard, Serrated Axe of Rending, Barbarian Helmet**, and **Strength Potion**. You befriend Terrance and Phillip after using Dragonshout, Cup-a-Spell, and the Sneaky Squeaker on them and letting them teach you the Nagasaki!

Everything's Coming Up Maple (Vancouver)

Item Type	Item	Level	Cost
Consumables	Health Potion (Small)	1	$1.00
Consumables	Health Potion (Large)	1	$5.00
Consumables	Cure Potion	1	$1.00
Consumables	Speed Potion	1	$2.00
Consumables	Revive Potion	1	$3.00
Consumables	Mana Potion (Small)	1	$1.50
Consumables	Mana Potion	1	$5.00
Consumables	Mana Potion (Large)	1	$7.50
Consumables	Power Potion	1	$2.00
Consumables	Strength Potion	1	$2.00
Weapons	Archmage's Wand	11	$21.00
Weapon Strap-Ons	Broken Shield Sticker	12	$19.00

Gain the Minister of Montreal's friendship after you free him from the Caves of Quebec. Use your new Nagasaki power to break through the rock wall and defeat the wild animals guarding the Minister before you reach the chamber with the Minister and a yellow treasure chest. Open the chest for lots of goodies, including the **Barbarian Armor** and a **Speed Potion**.

Location Map

Welcome to South Park

14. Starks Pond

Points of Interest

- Cosmonewt (Chinpokomon; sunken UFO)
- Hidden chest (sunken UFO)

What You Can Find Here

The pond waters haven't frozen over, and yet it still looks as cold and inhospitable as any other snowy northern Stark kingdom that we know of. At first glance, it doesn't seem like there's much of anything here other than a discarded duffel bag behind a pine tree that holds a **Power Potion, Health Potion (Small), Generic Sunglasses**, and an **Untidy Wig**. If you knock aside the wood blocking the northeast path, you can uncover a side alcove with a bookbag containing a **Side Bow Wig**, among other junk.

Once you have the alien probe, though, you can reach the sunken UFO beneath the pond's waters. Use the robotic teleporter in the middle of the pond to beam below the surface and into the crashed UFO. Pick up the **Cosmonewt** Chinpokomon and a **Circuit Patch** and **Space Cash** in the UFO's chest.

Location Map

Welcome to South Park

15. Church

Points of Interest

- Quest objective for the "Find Jesus" side quest
- Jesus (friend)
- iPad (quest objective for "Vulcan Around" side quest)
- Fast Travel Flag

What You Can Find Here

You can find Jesus inside the church after speaking with Father Maxi at City Hall (map point 17) and eventually befriend both. You can find Kevin Stoley's missing iPad behind a tree outside the church after accepting the "Vulcan Around" side quest at the Stoley house (map point 36). See the "Side Quests" chapter for more details.

Location Map

Welcome to South Park

16. Police Station

Points of Interest

- Nazi Zombie Bounty side quest
- Sergeant Yates (friend)
- Romper Stomper (friend)
- RabbiTech (Chinpokomon)
- Santa (friend)

What You Can Find Here

You can enter the Police Station after the Nazi Zombies plague the town. Before you do, though, bust open the trunk of the closest cop car in the parking lot for a duffel bag with a **Power Potion (Large)**.

The lobby hosts a few police officers milling about. You can befriend Sergeant Yates to the right by completing the "Nazi Zombie Bounty" side quest.

Head to the left and enter the room with the prison cells. Speak with Romper Stomper in the first cell and he'll tell you to get the Jail Cell Key to break him out.

Take the stairs in the main lobby up to the second floor. You can purchase consumables in the "Refreshing Drinks" and "Snappy Snacks" vending machines at the top of the stairs on your way to the locker room. Open the nearby file cabinets for a **Health Potion (Small)** and other junk. When you're ready, shoot the right side of the shelf holding the plaques to create a ramp. Hop up the boxes to the shelf ramp and then bash open the broken air vent.

Go through the air duct to the locker room. Climb down the ladder by the riot gear and then raid all the lockers for valuables, including a **Speed Potion, Health Potion (Small), Power Potion (Large)** in locker 01; **Beardstache** and **Skull Sticker** in locker 02; **Power Potion (Large)** in locker 03; **Jail Cell Key** and **Wire Frame Glasses** in locker 04; and **Health Potion (Large)** in locker 05.

Return to Romper Stomper with the Jail Cell Key. Open the cell and gain a new friend when you talk to him. Check his duffel bag for a **Bald Cap, Teardrop Tattoo**, and **Cure Potion**.

Return upstairs and head right this time. Check the air vent in front of the evidence room for some **Cash** and a **Wad of Web**. Enter the evidence room for a gold mine of items. Smash the broken box on the bottom shelf for a **Cure Potion** and **Cash**. Hidden behind the evidence boxes in the corner is a duffel bag with a **Strength Potion** and **Thief Wig**. Climb up the ladder to the top shelf for the **RabbiTech** Chinpokomon. Press the red button in the center of the shelving unit to move the ladder, and climb up to the last shelf to open the treasure chest with **Bandit Face Paint, Shadow, Bling**, and **Buckyball Magnets**.

Now return to the locker room next to the riot gear and open the emergency exit. This takes you out on the fire escape, where you can use your alien probe to beam up to the roof.

You catch Santa red-handed checking the police database to see "who's been naughty," but because you're a jolly soul and won't tell on him, Santa befriends you. Continue to the duffel bag at the far edge and open it for a **Power Potion (Large), Demon Sticker**, and **Samurai Warrior Patch**.

Police Station Vending Machines

Item Type	Item	Level	Cost
Consumables	Health Potion (Small)	1	$1.00
Consumables	Health Potion (Large)	1	$5.00
Consumables	Revive Potion	1	$3.00
Consumables	Power Potion	1	$2.00
Consumables	Cure Potion	1	$1.00
Consumables	Strength Potion	1	$2.00
Consumables	Mana Potion (Small)	1	$1.50
Consumables	Mana Potion	1	$5.00
Consumables	Mana Potion (Large)	1	$7.50

Location Map

Welcome to South Park

17. City Hall

Points of Interest

- Annie (friend)
- Sna-kat (Chinpokomon)
- **Find Jesus** side quest
- Father Maxi (friend)
- **The Homeless Problem** side quest
- Mayor McDaniels (friend)

What You Can Find Here

When you first arrive at City Hall, a gang of girls surrounds Annie in the courtyard. Beat the girl bullies to save Annie and gain her as a friend. She's also your contact to recruit the girls during your main quest for Day 3.

Sna-kat, another Chinpokomon collectable, sits up in the tree to the left of the courtyard. Shoot the Chinpokomon down with your ranged weapon and collect it off the ground. Scoot around on the dirt path behind the tree, break the rocks at the end, and open the red toolbox for the **Messy Face Paint** and **Bird's Nest.**

Father Maxi reads what we hope is a Bible on the bench to the left. Speak with the priest to gain the "Find Jesus" side quest. See the "Side Quests" chapter for more details.

Enter City Hall to speak with Mayor McDaniels. She will give you "The Homeless Problem" side quest and befriend you when you intimidate all the homeless out of her city. See the "Side Quests" chapter for more details. Go through the drawers on the left side of the room for a **Monocle** and a **Strength Potion**.

Location Map

Welcome to South Park

18. Sewers

Points of Interest

- Gerbitoad (Chinpokomon)
- Dropping the Kids Off (side quest)
- Mr. Hankey (friend)
- Mrs. Hankey (friend)
- Amber Hankey (friend)
- Cornwallis Hankey (friend)
- Simon Hankey (friend)
- Penis Mouse (quest objective for "Big Game Huntin' with Jimbo")
- Bloodsucking Fruit Bat (quest objective for "Big Game Huntin' with Jimbo")
- Biebersaurus (Chinpokomon)
- Crab Person (friend)

What You Can Find Here

The sewers run beneath the city streets, and you gain access through the open manhole cover in front of the South Park Gazette building. Look for the "Men Working" sign and descend the metal ladder.

To proceed deeper into the sewers, you need the alien probe. Beam across the gap to the far side, where the sewers maze really begins. Along the way, search any loot spots (duffel bags, yellow-marked grates, etc.) for bonus items. The duffel bag near the entrance, for example, holds the **Valkyrie Patch**.

Go down the ladder and decrease the sewer flow at the first pipe so you can run through it unscathed. Wrap around the wall to the other side and open the bars to reach the Hankeys' house. Pick up the Chinpokomon **Gerbitoad** in front of the house and speak with the delightful Mr. and Mrs. Hankey to receive the "Dropping the Kids Off" side quest. Complete the side quest to gain all the Hankeys as friends; you'll also come back to the sewers to slay the Penis Mouse and Bloodsucking Fruit Bat for the "Big Game Huntin' with Jimbo" side quest. See the "Side Quests" chapter for more details.

Wander to the back of the sewer maze to eventually reach the cave systems. Use your Nagasaki power to shake loose the giant boulder in the caves. You can pick up the **Biebersaurus** Chinpokomon on the floor next to the Crab Person, who befriends you for shattering the only obstacle between the Crab People and their conquest of Earth. Nice job, chief. The ladder at the far end of the caves leads up to the manhole cover in front of the Bijou Theatre. It's a nice shortcut if you're heading in that direction; however, it's a one-way path out of the sewers.

Location Map

19. South Park Gazette

Points of Interest

- Esther (friend)
- Accountafish (Chinpokomon)
- Gnome hat (hidden inside air duct)
- Leroy Mullens (friend)

What You Can Find Here

You need the News Office Key to enter the South Park Gazette. If you don't already have the key, go two doors down to the Post Office and retrieve it from the open post office box.

Search the Gazette file cabinets for a **Health Potion (Small)** and the magazine stand for **Generic Glasses**.

Speak with Esther. She's waiting for an interview and becomes your friend without any extra effort.

Smash open the air vent next to Esther. Use Gnome Dust to shrink down and enter the air duct. Grab the **Accountafish** Chinpokomon and the **Imperial Beard** and **Fencing Patch** from the gnome hat in the air duct.

Climb up the air duct to reach the roof. Speak with Leroy Mullens to gain another friend. Ignore that the fact he has no life and sits up on an icy cold rooftop waiting to ambush rich adventurers and steal their gold.

Location Map

Welcome to South Park

20. Gray Office Building

Points of Interest

- Duffel bag (behind building)

What You Can Find Here

You can't enter this office building. You can, however, smash the rock on the right side, loop around behind the building, and find a green duffel bag on its left side. Open the duffel bag for the **Rapper Beard** and a **Power Potion**.

Location Map

Welcome to South Park

21. Post Office

Points of Interest

- Lola (friend)
- News Office Key (opens South Park Gazette)
- Fast Travel Flag

What You Can Find Here

You can reach the Post Office easily via the Fast Travel Flag outside. Enter the building if you want to raid mail boxes and make a snooty friend.

As soon as you enter, check the blue cabinet to the right of the door for **White Dye, 50s Shades**, and a **Health Potion (Small)**. Speak with Lola if you want a stuck-up friend, but she won't talk to you unless you have at least 40 friends already. The bank of mail boxes holds a box you need Chef's Old PO Box Key to open and another for which you need Mackey's PO Box Key. One open box contains the **News Office Key,** a **Health Potion (Small)**, and a **Speed Potion**.

Go behind the counter to reach a yellow treasure chest against the back wall. Open the chest for a **Mana Potion (Large)** and **Power Potion (Large)**. In the bin to the left, grab the jumping package if you want to complete the "Mr. Slave's Package" side quest. See the "Side Quests" chapter for more details.

Location Map

Welcome to South Park

22. Green Office Building

Points of Interest

- Mrs. Biggle (friend)

What You Can Find Here

Mrs. Biggle sits out in front of this office building on the bench. Simply chat her up and she befriends you.

Location Map

Welcome to South Park

23. Beige Office Building

Points of Interest

- Stash inside building (requires Business Office Key)

What You Can Find Here

This business office is locked and requires the Business Office Key to unlock. You can pick up the key in Tom's Rhinoplasty next door.

Once inside, check the drawer to the left of the secretary for a **Power Potion (Large), Buzz Cut**, and **Revive Potion**.

Location Map

Welcome to South Park

24. Tom's Rhinoplasty

Points of Interest

- Business Office Key (beige office building next door)
- Officer Barbrady (friend)
- Mrs. Marsh (friend)
- Treasure chest (roof)

What You Can Find Here

Speak with Officer Barbrady outside Tom's Rhinoplasty for an instant new friend.

While outside, use the robotic teleporter atop the bank to beam up to that roof, then use the second robotic teleporter atop Tom's Rhinoplasty to reach its roof. Open the yellow treasure chest for the **Beatnik Mustache** and **Squire Gloves**.

Inside Tom's Rhinoplasty, search the magazine stand, air vent, and cabinet for the **Business Office Key, Retro Glam Makeup**, **Bob Wig**, and various other junk.

Speak with Mrs. Marsh at the front desk and you can order many flairs in the game for two bucks apiece. Purchase an accessory and Mrs. Marsh will become your friend. If you have money to burn, you might also want a nose job like the Nasal Desensitiver, Bridge and Tip, Cartilage and Nostrils, or The Hasselhoff (which has you coming out looking like David Hasselhoff!). You can always switch back to your original face for a buck.

Tom's Rhinoplasty Shop

Item Type	Item	Level	Cost
Flair	Beauty Mark	1	$2.00
Flair	Big Mole	1	$2.00
Flair	Teardrop Tattoo	1	$2.00
Flair	Hearts Face Paint	1	$2.00
Flair	Scars	1	$2.00
Flair	Wrinkles	1	$2.00
Flair	Wicked Face Paint	1	$2.00
Flair	Stitches	1	$2.00
Flair	Vamp Makeup	1	$2.00
Flair	Forehead and Cheeks Tribal Facepaint	1	$2.00
Flair	Tribal Facepaint	1	$2.00
Flair	Cleft Chin	1	$2.00
Flair	Light Freckles	1	$2.00
Flair	Skull Mask	1	$2.00
Flair	Whore Makeup	1	$2.00
Flair	Square Rims	1	$2.00
Flair	Thick Rim Shades	1	$2.00
Flair	Round Rim Glasses	1	$2.00
Flair	Wire Frame Shades	1	$2.00
Flair	Generic Glasses	1	$2.00
Flair	80s Glasses	1	$2.00
Flair	Sporty Glasses	1	$2.00
Flair	Lolita Wig	1	$2.00
Flair	Sidebangs Wig	1	$2.00
Flair	Cornrows Wig	1	$2.00
Flair	Long Curly Wig	1	$2.00
Flair	Monk's Tonsure	1	$2.00
Flair	Ginger Wig	1	$2.00
Flair	Side Part Wig	1	$2.00
Flair	Spiky Wig	1	$2.00
Flair	Bub Wig	1	$2.00
Flair	Tousled Wig	1	$2.00
Flair	Melody Wig	1	$2.00
Flair	Swaves Wig	1	$2.00
Flair	Short Wig	1	$2.00
Flair	Spoiled Whore Wig	1	$2.00
Flair	Handlebar Mustache	1	$2.00
Flair	Pencil Mustache	1	$2.00
Flair	Dali Mustache	1	$2.00
Flair	Fu Manchu	1	$2.00
Flair	Chops	1	$2.00
Flair	Mongorian Goatee	1	$2.00

Location Map

Welcome to South Park

25. Bank

Points of Interest

- Duffel bag (behind building)

What You Can Find Here

The robotic teleporter atop the bank enables you to reach the higher roof atop Tom's Rhinoplasty next door. There's a green duffel bag behind the building, which you can reach if you knock down the snowman and circle around back. Open the duffel bag for **Sporty Glasses** and a **Health Potion (Large)**.

Inside the bank, open the file cabinet in the right corner for a **Speed Potion**. Don't let the bank teller sucker you—any money you invest is going, going, gone! If you want to blow your money, walk next door and buy The Hasselhoff.

Once you have the gnome dust, shrink down and pass through the hole behind the black courtesy counter. Now you'll be behind the teller window and can claim the Golden Ticket and some cash from the duffel bag there.

Tip

If you lose your money to the bank, you can get it back by shrinking down with gnome dust, going through the small hole near the floor, and beating up the banker.

Location Map

Welcome to South Park

26. Blue Office Building

Points of Interest

- Exquisitely painted exterior

What You Can Find Here

Notice how deep the blue is behind the lighter blue mailbox. Or don't. It's really not worth stopping at this empty building.

Location Map

Welcome to South Park

27. Unplanned Parenthood

Points of Interest

- "Unplanned Parenthood" main quest
- Fetuswami (Chinpokomon)

What You Can Find Here

You'll visit Unplanned Parenthood in Day 3 during the quest of the same name. Inside the abortion clinic, you'll collect the **Fetuswami** Chinpokomon in the hallway during that quest.

In the front lobby, search the dresser and red toolbox for a **Power Potion,** a **Cure Potion**, and a lot of other junk.

Location Map

Welcome to South Park

28. Pink House

Points of Interest

- Millie (friend)
- Douglas (friend)

What You Can Find Here

Watch for pesky elves near the pink house. Once you've flattened them, or the coast is clear, smack down the snowman on the right side of the building.

Loop around back to speak with Millie to gain another friend.

There's one more friend hidden inside the building: Douglas. Take out your ranged weapon and break the top right window.

You reveal a robotic teleporter. Use the alien probe to get up to the second story and speak to Douglas, who's very impressed with your breaking-and-entering routine and befriends you immediately.

Location Map

Welcome to South Park

29. Photo-Dojo

Points of Interest

- Passport (quest objective for "Heading North" main quest)
- Duffel bag (roof)

What You Can Find Here

Photo-Dojo is where you obtain your passport for your trip up to Canada in Day 3.

There's not much inside until you're on the main quest; however, you can reach the roof with your alien probe and an assist from the robotic teleporter in Douglas' bedroom next door. Open the duffel bag for a **Mana Potion, Snowflake Patch**, and **Power Potion**.

Location Map

Welcome to South Park

30. Kids' Park

Points of Interest

- Quest objective for "Pose as Bebe's Boyfriend" main quest
- Wendy (friend in Pleases and Sparkles Club)
- Bebe (friend in Pleases and Sparkles Club)
- Red (friend in Pleases and Sparkles Club)
- Jessie (friend in Pleases and Sparkles Club)
- Nelly (friend in Pleases and Sparkles Club)
- Heidi Turner (friend in Pleases and Sparkles Club)
- Allie Nelson (friend in Pleases and Sparkles Club)
- Mouse-Tik (Chinpokomon)
- "Hide 'N' Seek" side quest
- Filmore (friend from "Hide 'N Seek" side quest)
- Flora (friend from "Hide 'N Seek" side quest)
- Quaid (friend from "Hide 'N Seek" side quest)
- Jenny (friend from "Hide 'N Seek" side quest)
- Billy (friend from "Hide 'N Seek" side quest)
- Sally (friend from "Hide 'N' Seek" side quest)
- Jesse Rodriguez (friend from "Hide 'N' Seek" side quest)
- Monica (friend from "Hide 'N' Seek" side quest)
- Fast Travel Flag

What You Can Find Here

Be sure to tag the Fast Travel Flag outside the Kids' Park and rifle through the nearby duffel bag for a **Health Potion (Small), Cure Potion**, and **Bun Wig**.

The basketball court is a frequent hangout spot. You can watch people go by or pick up any normal consumable at the vending machine. After you complete the "Recruit the Girls" main quest, you gain access to the girls' Pleases and Sparkles Club, hidden in the park bathrooms, and you recruit a whole bunch of new friends.

Once you have access to the Pleases and Sparkles Club, speak to all the girls, grab the **Mouse-Tik** Chinpokomon next to Jessie, and loot the yellow chest for the **Valkyrie Headband, Valkyrie Armor**, and **Valkyrie Gloves**. You can also buy stuff from the girls' Sparkle Boutique.

A bunch of children mill about the park area to the right. Speak with them to begin the "Hide 'N Seek" side quest. Track them all down to make a bunch of new friends and complete the quest. See the "Side Quests" chapter for more details.

Look in the playground area for more loot. The front of the ship holds a **Cure Potion, Health Potion (Small)**, and **Long Hair Wig**, while the crow's nest hides **Skull Facepaint**.

Sparkle Boutique Gift Shop

Item Type	Item	Level	Cost
Consumables	Health Potion (Small)	1	$1.00
Consumables	Health Potion (Large)	1	$5.00
Consumables	Cure Potion	1	$1.00
Consumables	Power Potion	1	$2.00
Consumables	Mana Potion (Small)	1	$1.50
Consumables	Mana Potion	1	$5.00
Consumables	Mana Potion (Large)	1	$7.50
Consumables	Revive Potion	1	$3.00
Consumables	Speed Potion	1	$2.00
Consumables	Strength Potion	1	$2.00
Consumables	Water Balloon	1	$1.50
Weapons	Knead-Ring, the Dough Hammer	12	$16.00
Weapons	Fairy Princess Blade	13	$24.00
Weapons	Fairy Princess Bow	12	$24.00
Weapons	Chakram	14	$24.00
Equipment	Stupid Spoiled Whore Gloves	11	$7.00
Equipment	Stupid Spoiled Whore Hat	11	$11.00
Equipment	Stupid Spoiled Whore Clothes	11	$22.00
Equipment	Leather Gloves	12	$8.00
Equipment	Leather hat	12	$13.00
Equipment	Leather Armor	12	$24.00
Equipment	Fairy Princess Mittens	14	$10.00
Equipment	Fairy Princess Tiara	14	$15.00
Equipment	Fairy Princess Robes	14	$25.00
Flair	Glitter Paint	1	$2.00
Flair	Butterfly Face Paint	1	$2.00
Flair	Pink Flowering Vines Facepaint	1	$2.00
Flair	Red Flower Eyeshadow	1	$2.00
Flair	Blue Flowering Vines Facepaint	1	$2.00
Flair	Multicolored Flower Eyeshadow	1	$2.00
Flair	Whore Makeup	1	$2.00
Flair	Spoiled Whore Wig	1	$2.00
Flair	Square Shades	1	$2.00
Equipment Patches	Prenuptial Document	13	$10.00

Location Map

Welcome to South Park

31. Mr. Slave's House

Points of Interest

- "Mr. Slave's Package" side quest
- Mr. Slave (friend)
- Big Gay Al (friend)

What You Can Find Here

Head out of the Kids' Park on the right side to reach the block with Mr. Slave's red house. Enter the house to speak with Mr. Slave.

He will give you the "Mr. Slave's Package" side quest. See the "Side Quests" chapter for more details. Scour his house for a **Power Potion** in the living room dresser, a **Cure Potion** in the kitchen cabinet, and an **Anchor Beard** in Mr. Slave's bedroom, among other junk items.

Location Map

Welcome to South Park

32. Blue House

Points of Interest

- See the blue office building (map point 26).

What You Can Find Here

Hey, another blue house with nothing in it. Coincidence? Conspiracy? Or maybe you get to see another respected resident up to something naughty?

Location Map

Welcome to South Park

33. Elementary School

Points of Interest

- Craig (friend)
- Poodlesaurus Rex (Chinpokomon)
- Donkeytron (Chinpokomon)
- Chef's Old PO Box Key
- Bill (friend)
- Fosse (friend)
- Lemmiwinks (friend)
- Pterdaken (Chinpokomon)
- Henrietta (friend)
- Michael (friend)
- Pete (friend)
- Firkle (friend)
- Mutant Bacteria (quest objective for "Big Game Huntin' with Jimbo" side quest)
- Fast Travel Flag

What You Can Find Here

When you want to reach the elementary school or the southwest corner of town, you'll find yourself using the Fast Travel Flag here often. You will make two trips into the school during the main quest and visit the side yard frequently to recruit the Goth Kids. The Mutant Bacteria can also be found in the school basement; it's a vile creature you need to defeat for the "Big Game Huntin' with Jimbo" side quest. See the "Side Quests" chapter for more details.

On your first school assault in "Detention Sentence," you must free Craig from the detention in the cafeteria. You'll earn his friendship, and you can pick up the **Poodlesaurus Rex** Chinpokomon in the cafeteria hallway by shooting out the ceiling vent.

On your second school assault in "Attack the School," you can score more friends and Chinpokomon. Look for the **Donkeytron** Chinpokomon in the kitchen when you first arrive, along with **Chef's Old PO Box Key** in the adjoining cafeteria. You can befriend Bill and Fosse by defeating the enemies outside the boys' bathroom, while Lemmiwinks is in the fifth grade classroom. Search for the **Pterdaken** Chinpokomon in the locker near the fortification.

Once you have the gnome dust, be sure to check out hollow log to the left of the school (near the "Warning" sign) and pick up the Witch Robes and Avalanche Awareness Patch.

You befriend the four Goth Kids—Henrietta, Michael, Pete, and Firkle—after you complete the "Nonconformist" main quest and speak to them behind the school.

Location Map

Welcome to South Park

34. Community Center

Points of Interest

- Gophermon (Chinpokomon)
- Quest objective of "PTA Problems" main quest
- Mr. Adler (friend)
- Mrs. Broflovski (friend)
- Mr. Garrison (friend)
- Principal Victoria (friend)
- "Wasted Cache" side quest
- Mr. Mackey (friend)
- Vamporko (Chinpokomon)

What You Can Find Here

The "PTA Problems" quest will bring you to the Community Center, or you might want to bop in when it's open during your frequent runs to the school. Before you enter, though, break the logs to the left of the parking lot and retrieve a green duffel bag with **Teal Dye** and some cash.

Speak to the various folks inside the Community Center after you complete the "PTA Problems" quest to secure their friendships.

Wake Mr. Mackey up at the PTA fundraising stand and talk to him to gain the "Wasted Cache" side quest. He wants you to deposit an old monitor in his storage shed. For more details, see the "Side Quests" chapter. Complete the "Wasted Cache" side quest to earn Mackey as a friend.

Enter the bathroom and open the last stall to reveal **Gophermon**. Pick up the Chinpokomon to up your collectable collection.

The **Vamporko** Chinpokomon sits out in the basketball court next to the Community Center. Use your alien probe to beam into the court and collect him.

Location Map

Welcome to South Park

35. Green House

Points of Interest

- Treasure chest (behind barbecue)
- Duffel bag (in garage)
- Backpack (upstairs via alien probe)

What You Can Find Here

You have three loot spots at the green house. The first involves the barbecue. Strike it to knock the barbecue over. The hot coals spill out on the ground, and you can use Cup-a-Spell to blow a path to the yellow treasure chest. Open it for a **Duelist's Patch, Dubstep Wig, Chin Beard**, two **Mana Potions**, and a **Mana Potion (Small)**.

Look closely and you'll see a backpack through the second-floor window. If you try the door, you peek in on a naked woman who screams and locks the door. Move over to the garage instead. Go inside and search the green duffel bag for a **Water Balloon** and a **Cure Potion**.

Shoot down the ladder to reach the garage attic. Climb up and use your alien probe to reach the second-floor bedroom. Inside, open the backpack for an **Amazon Patch,** a **Power Potion (Large)**, and a **Revive Potion**.

Location Map

Welcome to South Park

36. Kevin Stoley's House

Points of Interest

- Vulcan Around" side quest
- Kevin Stoley (friend)
- Underpants (quest objective for "Phase 1" side quest)
- Fast Travel Flag

What You Can Find Here

A Fast Travel Flag drops you off in front of Kevin Stoley's blue house in the neighborhood. Head inside when it's open to speak with Kevin about a certain Star Trek-related quest. If you want to raid the house, you can find some junk in the living room and a **Cure Potion** and a **Strength Potion** in the kitchen. Once you have the Stoley Parents' Bedroom Key (use Gnome Dust to access the hole in the fence at Jimmy's house), you can raid that too.

You find Kevin in his room. His bedside table holds **Underpants** (quest objective for the "Phase 1" side quest) and a **Health Potion (Small)**. Across the room you can find a **Klingon Beard** in the dresser. Speak with Kevin and he gives you the "Vulcan Around" side quest. See the "Side Quests" chapter for more details.

Location Map

Welcome to South Park

37. Craig's House

Points of Interest

- "Detention Sentence" main quest

What You Can Find Here

Craig's father answers the door when you knock at Craig's house. He tells you that Craig's stuck at school in detention, and if you're on the main quest, "Detention Sentence" continues your journey to the elementary school.

Location Map

Welcome to South Park

38. Clyde's House

Points of Interest

- Pete Melman (friend in the garage)
- "Beat Up Clyde!" main quest
- Ike (friend in Clyde's Fortress)
- Mr. Hat (friend in Mr. Slave's ass)
- Catatafish (friend in Mr. Slave's ass)
- Sparrow Prince (friend in Mr. Slave's ass)
- Frog Prince (friend in Mr. Slave's ass)
- Shoe (Chinpokomon)
- "Betrayal from Within" main quest

What You Can Find Here

Clyde's house is the site for Clyde's Fortress and the "Beat Up Clyde!" and "Betrayal from Within" main quests. You will gain Ike, Mr. Hat, Catatafish, Sparrow Prince, and Frog Prince as friends during the main quests, as well as the **Shoe** Chinpokomon.

Check out Clyde's garage to earn another friend, Pete Melman, and more loot. Open the garage and shoot the ladder inside to bring it down. Climb up into the attic and speak with Pete to gain another friend. Open the yellow treasure chest next to him for the **Druid Crown**.

Location Map

Welcome to South Park

39. Orange House

Points of Interest

- Kelly Gardner (friend)
- Backpack (in garage)

What You Can Find Here

Speak with Kelly Gardner out in front of the orange house for another friend. For a disturbing sight, open the door to the orange house. On second thought, don't.

Open the orange house's garage door and hack the box in front of the backpack. You can now reach the backpack and open it for a **Cure Potion, Water Balloon**, and **Monk's Tonsure**.

Location Map

Welcome to South Park

40. Jimmy's House

Points of Interest

- "The Bard" main quest
- Roid Rat (Chinpokomon)
- Treasure chest (in garage)

What You Can Find Here

Jimmy's house is the home of the Giggling Donkey Inn, where "The Bard" main quest takes place. You'll find the **Roid Rat** Chinpokomon in the attic during the main quest.

Once you have Jimmy's Garage Key, you can open the garage and expose a yellow treasure chest. Pop the basketball in front of the chest to gain access to a **Jester's Cap, Small Shield Sticker**, and **Mana Potion** in the chest.

Once you have the gnome dust, dust through the hole in the fence to the left of Jimmy's House to find a loot bag. Inside you'll find Witch Gloves, Fairy Face Paint, the Lolita Wig, some Dark Pink Dye, and the Stoley Parents' Bedroom Key.

Location Map

Welcome to South Park

41. Bus Stop

Points of Interest

- Kelly Rutherford (friend)
- Timmy (friend)
- Fast Travel Flag

What You Can Find Here

Kelly Rutherford hangs out at the bus stop bench. Speak to her after you have 20 friends and she'll befriend you. Once you complete "The Timmy Express" side quest, by revealing all Fast Travel Flags, Timmy becomes your friend.

Location Map

Welcome to South Park

42. Your House

Points of Interest

- Mom (friend)
- Dad (friend)
- Phase 1 side quest
- Underpants Gnome (friend)
- Chu-chu Nezumi (Chinpokomon)

What You Can Find Here

This is where everything begins. If you haven't already discovered these items, search outside on your lawn for the green duffel bag (after smashing the snowbank) to gain a **Health Potion (Small)** and a **Power Potion**, look for the **Surfer Wig** in the garage attic, find the **Pigtails Wig** in the living room, and get **Eye Black** and a **Health Potion (Small)** in the kitchen.

Shoot the Chinpokomon in the tree outside in the yard past the garage and add **Chu-chu Nezumi** to your collection.

Talk to Mom in the living room to gain a new friend. You'll need a lot more friends before you can come back and convince Dad that you're worth talking to more than once in a while. The Underpants Gnome in your room will befriend you after you complete the "Phase 1" side quest. See the "Side Quests" chapter for more details.

Location Map

Welcome to South Park

43. Butters' House

Points of Interest

- Butters (friend)
- Dougie (friend)
- Mrs. Stotch (friend)
- Mr. Stotch (friend)
- Monkay (Chinpokomon)

What You Can Find Here

Outside of Butters' house, speak with Dougie to gain a new friend.

Inside Butters' house, speak with Mrs. and Mr. Stotch to gain two more friends. Search the house for various junk items, as well as a **Health Potion (Small)** in the kitchen and **Pink Dye** in the bathroom.

Check Butters' parents' bedroom for **Stotch's Garage Key**. You need this to gain access to the garage outside.

Comb through Butters' bedroom for **Star Facepaint** in the bedside dresser; the **Chaos Lair Key, Health Potion (Small)**, and **Chinballs** in the green dresser; and the **Monkay** Chinpokomon on the floor next to the toy shelf.

Head outside to the garage with the key and open it. Open the bookbag for a **Speed Potion** and **Bangs**, and check the treasure chest for the **Druid Gloves**.

Location Map

Welcome to South Park

44. Cartman's House (Kupa Keep)

Points of Interest

- Mrs. Cartman (friend)
- Clyde (friend)
- Scott Malkinson (friend)
- Kenny (friend)
- Cartman (friend)
- Polly Prissypants (friend)
- "A Flower for a Princess" side quest
- Pengin (Chinpokomon)

What You Can Find Here

Cartman's house is the home of the Kingdom of Kupa Keep. The majority of your main quests will launch from Cartman's backyard.

You can make friends with Mrs. Cartman inside by talking with her, along with making friends with Scott Malkinson and Cartman as you complete main quests for the humans. Clyde will briefly befriend you and then un-friend you after the events of "The New Kid in Town." Kenny friends you after you complete his side quest, "A Flower for a Princess." Polly Prissypants will friend you if Cartman is your buddy when you speak to her.

Grab **Cartman's Garage Key** and the **Evil Cartman Goatee** from the living room and open the garage to get the **Pengin** Chinpokomon, **Gray Dye**, and a **Wizard Beard**.

Kupa Keep Armory

Item Type	Item	Level	Cost
Consumables	Health Potion (Small)	1	$1.00
Consumables	Health Potion (Large)	1	$5.00
Consumables	Cure Potion	1	$1.00
Consumables	Power Potion	1	$2.00
Consumables	Revive Potion	1	$3.00
Consumables	Speed Potion	1	$2.00
Consumables	Strength Potion	1	$2.00
Consumables	Water Balloon	1	$1.50
Weapons	Warrior's Blade	1	$2.34
Weapons	Magic Wand	1	$2.34
Weapons	Jewish Staff	1	$2.34
Weapons	Sickle Sword of the Faithful	2	$4.50
Weapons	Kris Dagger	2	$5.50
Weapons	Lightning Dagger	2	$5.00
Weapons	Warrior's Scimitar	2	$5.50
Weapons	Noob Hammer	3	$6.00
Weapons	Club of Smiting	4	$10.00
Weapons	Fatbeard's Blade	6	$12.00
Weapons	Axe of Stopping	8	$12.00
Weapons	Staff of Winter	8	$12.00
Weapons	Fire Sword	10	$14.00
Equipment	Clyde's Helmet	2	$6.00
Equipment	KKK Gloves	4	$5.00
Equipment	KKK Helmet	4	$10.00
Equipment	KKK Armor	4	$20.00
Equipment	Khan Gauntlets	11	$8.00
Equipment	Khan Helm	11	$13.00
Equipment	Khan Armor	11	$24.00
Flair	Halfling Wig	1	$2.00
Flair	Bad Irene Wig	1	$2.00
Flair	Cartman Comb-over	1	$2.00
Flair	50's Glasses	1	$2.00
Flair	Bandage and Cut	1	$2.00
Flair	Celtic Battle Paint	1	$2.00
Weapon Strap-Ons	Lightning Sticker	3	$2.00
Weapon Strap-Ons	Lit Match	3	$2.00
Equipment Patches	Crossed Swords Patch	6	$5.00
Equipment Patches	Moldy Patch	7	$10.00
Equipment Patches	Axe Patch	7	$5.00

Location Map

Welcome to South Park

45. Stan's House

Points of Interest

- Bradley (friend)
- Quest objective for "The She-Ogre" side quest
- Shelly Marsh (friend)
- Underpants (quest objective for the "Phase 1" side quest)
- Treasure chest (in garage)

What You Can Find Here

Shrink down with Gnome Dust in front of Stan's house and you can expose Bradley in the bushes to earn another friend.

Try not to notice Randy Marsh sacking out on the couch in his underwear and search the house for loot. You'll find the **Pan Flautist, Speed Potion, Health Potion (Small)**, and **Health Potion (Large)** in the kitchen and various junk items upstairs. The room next to Stan's houses Shelly Marsh, who wants no part of you now but will befriend you after you complete the side quest "The She-Ogre."

The **Underpants** in Stan's drawers count toward the "Phase 1" side quest. You can also pick up a **Health Potion (Small)** and **Stan's Mudbeard** in his bedroom.

Head out to the garage. Shoot down the ladder so you can reach the attic. Open the treasure chest up here for the **Druid Robes**.

Location Map

Welcome to South Park

46. Kyle's House (Elven Kingdom)

Points of Interest

- Mr. Broflovski (friend)
- Francis (friend)
- Jason (friend)
- Chris Donnely (friend)
- Kyle (friend)
- Jimmy (friend)
- Stan (friend)
- DogPoo (friend)
- **Magical Songs** side quest
- **The She-Ogre** side quest
- **Restoring the Balance** side quest
- Stegmata (Chinpokomon)
- Furrycat (Chinpokomon)
- Fast Travel Flag

What You Can Find Here

You get an easy friend outside Kyle's House. Mr. Broflovski becomes your friend just by asking him.

In the snow on the other side of the garage, Francis built a snowman. Destroy the dreaded "frost giant" snowman and he friends you.

Scour Kyle's house for a **Cure Potion, Power Potion**, and **Health Potion (Large)** in the kitchen; **Sidelocks** in the upstairs hallway; **Acne** in the bathroom; the **Broflovski Garage Key, Barbarian Wig** and **Cure Potion** in the master bedroom; and **Underpants** and a **Health Potion (Small)** in Kyle's room.

In the Elven Kingdom backyard, speak with everyone there. Jason friends you as soon as you talk to him at the Elvenwares shop. Speak to Chris Donnely after the "Attack the School" quest to make friends, and Kyle will befriend you if you choose to side with the elves during the main quest. You need to complete the side quest "Magical Songs" to befriend Jimmy, "The She-Ogre" to befriend Stan, and "Restoring the Balance" to befriend DogPoo. A green duffel bag on the left side holds a **Cure Potion** and the **Elvish Loyalty Patch**.

Head back outside to garage once you have the key. Grab the **Stegmata** Chinpokomon on the floor, and smash boxes out of your way to get at the red chest in the back corner. Open the chest for **Kyle's Muttonchops** and the **Small Magnet**.

Cross the path next to Francis and you'll see a stack of wood next to a line of trees. **Furrycat** hides in the trees. Smash apart the wood and step into the alcove to claim the hidden Chinpokomon.

Elvenwares

Item Type	Item	Level	Cost
Consumables	Health Potion (Small)	1	$1.00
Consumables	Health Potion (Large)	1	$5.00
Consumables	Cure Potion	1	$1.00
Consumables	Power Potion	1	$2.00
Consumables	Mana Potion (Small)	1	$1.50
Consumables	Mana Potion	1	$5.00
Consumables	Mana Potion (Large)	1	$7.50
Consumables	Revive Potion	1	$3.00
Consumables	Speed Potion	1	$2.00
Consumables	Strength Potion	1	$2.00
Consumables	Water Balloon	1	$1.50
Weapons	Elf Blade	6	$12.00
Weapons	Raider's Blade	8	$13.00
Weapons	Sword of Endings	12	$23.00
Weapons	Longbow	6	$12.00
Weapons	Recurve Bow	9	$18.00
Weapons	Elvish Longbow	10	$16.00
Weapons	Battle Bow	11	$23.00
Equipment	Minstrel's Gloves	6	$5.00
Equipment	Minstrel's Cap	6	$10.00
Equipment	Minstrel's Uniform	6	$20.00
Equipment	Woodsman Gloves	9	$7.00
Equipment	Woodsman Cap	9	$11.00
Equipment	Woodsman Armor	9	$22.00
Equipment	Monk Gloves	10	$7.00
Equipment	Monk Cap	10	$11.00
Equipment	Monk Robes	10	$22.00
Flair	Elf Wig	1	$2.00
Flair	Female Elf Wig	1	$2.00
Flair	Tree Branch Facepaint	1	$2.00
Flair	Spray of Clovers Facepaint	1	$2.00
Flair	Leaves Facepaint	1	$2.00
Flair	Celtic Facepaint	1	$2.00
Flair	Celtic Triskelion Tattoo	1	$2.00
Flair	Tribal Tattoo	1	$2.00
Flair	Celtic Triquetra Tattoo	1	$2.00
Weapon Strap-Ons	Small Nail	6	$5.00
Weapon Strap-Ons	Roll of Quarters	8	$5.00
Equipment Patches	Candy Bar Wrapper	6	$5.00
Equipment Patches	Quiver Patch	7	$5.00
Equipment Patches	Mace Patch	7	$5.00
Equipment Patches	Thorny Branch	8	$5.00

Location Map

Welcome to South Park

47. Kenny's House

Points of Interest

- Karen (friend)
- Mrs. McCormick (friend)
- Storage locker (behind house)
- Quest objective for "Big Game Huntin' with Jimbo" side quest
- Fast Travel Flag

What You Can Find Here

A Fast Travel Flag will take you quickly to Kenny's house in the southeast part of town once you unlock it. You'll come here on the main quest "Hot Coffee" and spend some quality time in the McCormicks' garage.

Enter Kenny's house and talk to Karen for a new friend.

Enter the kitchen and search out a **Cure Potion** in the fridge. Mrs. McCormick will friend you if you speak to her after your delivery in "Hot Coffee."

Kenny's room is a disaster zone, but you can scrape out a **Water Balloon, Rosy Cheeks**, and **Coffin Glasses** from the miscellaneous junk.

Out back you'll find a spot for Moldy Sausage to lure out one of Jimbo's beasties in the side quest "Big Game Huntin' with Jimbo." See the "Side Quests" chapter for more details. Defeat the Crazy Hobo in the backyard and you can open the storage locker next to the house for a **Shit-stained Badge** and **Disheveled Wig**.

Location Map

Moving Day

Introduction

Dude, if your parents were any lamer they'd be Sonny and Cher. Without asking you, they've packed up and moved again. Everything's in boxes. For all you know, they've used your Bikini Babes poster for the bottom of the hamster cage. Now you've got to go out and make friends with the local kids. Hopefully they aren't a bunch of total ass-munches.

Day 1 Quest List

The New Kid in Town
Guess who knows no one in town? You. Light up your social network page with friends or you'll soon be playing alone in the basement with your joystick.

Call the Banners
Cartman leads the humans against the dirty, lying, thieving elves. He needs you to recruit three more members to Kupa Keep so you can recover the Stick of Truth.

Hot Coffee
Go fetch your first recruit at the Tweek Bros. coffee shop, where the hyperactive Tweek asks you to pick up a "special delivery" for him. Maybe a Red Bull will calm him down?

Gate Crasher
Your second target, Token, lives in Dark Meadows. Beat the mace-happy security guard at the gate to recruit an African American into Kupa Keep. Ironic, huh?

Detention Sentence
You find out that Craig is stuck in detention. Mr. Mackey treats his detentions very seriously, like "the use of deadly force" serious. Thrash his hall monitors and recover the three hidden keys to recruit your last Kupa Keep member.

The Bard
You can't keep that little twig safe. Now Jimmy the Bard has the Stick of Truth, and you have to survive the Giggling Donkey inn's defenses to...recover it.

It's Late
Get home to sleep before your parents ground you and you lose all those friends you worked so hard for today. Don't worry; bedtime is going to be more exciting than Moving Day.

Alien Abduction
It's just your luck that aliens want to kidnap you, and they're the kind that like to probe your anus. You have to figure out how to use a chunk of extraterrestrial technology shoved up your ass to navigate an alien spacecraft, then return to Earth in time for breakfast.

Moving Day
New Quest: The New Kid in Town

"It's a new beginning for us. Things are finally going to be good!"
-Your Dad

SPOILER ALERT!
Quest Breakdown
Step 1: Play around in your room.
Step 2: Get as much loot as you can before your dad kicks you out.
Step 3: Raid your garage for more loot.
Step 4: Save Butters from the elf.
Step 5: Meet Cartman and discover Kupa Keep.
Step 6: Proudly accept your special new title.
Step 7: Pick a class: Fighter, Mage, Thief, or Jew.
Step 8: Buy a weapon from Clyde.
Step 9: Kick Clyde's ass.
Step 10: See the Stick of Truth with Cartman.
Step 11: Defend the Stick of Truth from the elves.

Welcome to South Park, a remote town of white snow, after-school education, Pleases and Sparkles Clubs, and whole milk—which probably comes from Nazi Zombie Cows. Yes, things are going to get exciting here, and weird, but first you have to survive moving day.

Check Out Your Digs

Your mom must have hired Stevie Wonder as interior designer: lots of open space, beige walls, gray carpet. At least you have a goldfish, though fish food has never been your strong point.

Open the toy chest at the foot of your bed; it's storage for later on when you actually have stuff. As luck would have it, your closet holds **$0.50** and a **Baseball Card.**

Note

The small hole in your bedroom's back wall will come into play later on. Don't clog it up with porn mags.

Loot Table: New Kid's House

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Bedroom	Terrance & Phillip Bag	Baseball Card	$0.10					
Bedroom	Terrance & Phillip Bag	Cash	$0.50	o				
Living Room	Counter with two boxes	Cash	$2.00	o				
Living Room	Desk near door	Pigtails Wig (Hair)	$0.40	o			o	
Kitchen	Counter with coffee maker	Cash	$2.00	o				
Kitchen	Kitchen cabinet left of mom	Eye Black (Makeup)	$0.40	o			o	
Kitchen	Kitchen cabinet left of mom	Health Potion (Small)	$0.20	o				
Kitchen	Kitchen cabinet under sink	Fork	$0.10					
Kitchen	Kitchen cabinet under sink	Cash	$0.50	o				
Parents' Bedroom	Desk with parents' picture	Screwdriver	$0.30					
Parents' Bedroom	Desk with parents' picture	Cash	$0.50	o				
Parents' Bedroom	Desk with potted plant	Cloth Fragment	$0.10					
Parents' Bedroom	Nightstand with clock	Cash	$1.00	o				
Parents' Bedroom	Nightstand without clock	The Poop that Took a Pee	$0.60					
Parents' Bedroom	Nightstand without clock	No. 2 Pencil	$0.05					
Parents' Bedroom	Nightstand without clock	Crumpled Paper	$0.05					
Upstairs Hallway	Desk with white lamp	Cash	$0.50	o				
Upstairs Hallway	Desk with white lamp	Old Baseball Glove	$0.25					
Bathroom	Dresser with potted plant	Cash	$0.10	o				
Bathroom	Sink cabinet	Old Sponge	$0.10					
Bathroom	Sink cabinet	Rusty Pipe	$0.25					
Garage	Chest in the attic	Cash	$1.50	o				
Garage	Chest in the attic	Surfer Wig (Hair)	$0.40	o			o	
Yard	Bag next to house behind snow pile	Health Potion (Small)	$0.20	o				
Yard	Bag next to house behind snow pile	Power Potion	$0.40	o				

Ransack Your House

Your dad is being a total dick today—he'll kick you out of the house if you take too long to leave on your own. There isn't much time, but hurry and try to grab the following loot:

- **Old Sponge, Rusty Pipe** (upstairs in the bathroom sink cabinet)
- **$0.10** (upstairs in the bathroom cabinet)
- **Pigtails Wig** (downstairs in the desk near the couch)
- **$0.50, Fork** (downstairs in the cupboard beneath the kitchen sink)
- **Eye Black, Health Potion (Small)** (downstairs in the cupboard on the left side of your mom)
- **$2.00** (downstairs on the left counter in the kitchen)

Become Popular, Goddammit!

Wipe your dad's boot mark off your ass and get outside to make new friends. First, though, open your garage and check out the red chest in the loft. You'll find **$1.50** and a **Surfer Wig** inside.

An elf—yeah, you heard that right—and a guy with a hammer are fighting on the sidewalk to your right. Walk up and punch the elf. That's all it takes to pwn the bastard and save the day.

Caution

Don't go left. There's plenty of time to explore the rest of South Park later.

"The wizard lives this way. In the green house, over there."
—Butters

Butters the Merciful

The elf runs home to tell his momma, and you make a new friend in the guy with the hammer. He introduces himself as Butters the Merciful and says that he's a paladin. He then tells you to seek out the Wizard King if you want to be cool.

Chug along to the right, past the red house (Butters' house), over to the green house with the "Kupa Keep" sign on the back fence. Approach the front door to meet up with the next kid on the block.

The Wizard King

A big dude with a large staff and pointy hat answers the door and announces he's the Wizard King. He's got a mouth that'd make a rapper blush. Pretty cool—he might teach you a line or two.

"The power of diabetes is both a gift and a curse. But mostly a curse."
—Scott Malkinson

Cut through the house to the backyard. You've reached Kupa Keep, the humans' stronghold, made up of a fully stocked armory, a penned-in stable, and a towering fortress painstakingly constructed of taped-together cardboard boxes.

"I want you to take your weapon and, with the bravery of a noble knight—beat up Clyde."
—Cartman

Speak with Cartman (the Wizard King) and he will ask you to type in your name. You will no longer be known as "New Kid" but will gain the honorable title of…Douchebag. No matter what you type, Cartman dubs you Douchebag.

Next, you will choose a class: Fighter, Mage, Thief, or Jew. Which class should you choose? For this answer and more, you might want to sneak a peek at the "Classes" chapter.

I swear to God, Scott, if you keep fighting like a pussy I'll come over there and kick you in your diabetic nuts!"
—Cartman

Your First Weapon

Waddle over to Clyde at the armory and buy your first piece of equipment: a wooden weapon befitting of a level 1 noob. At least it's better than fucking up your fist.

Caution

Clyde offers you tips and rumors for two bucks. Scam! Don't fall for his con job.

Beating Clyde's Ass

Cartman has you test out your new weapon on Clyde. When your weapon flashes, attack Clyde for max damage. Protect your balls from Clyde's attacks and continue pummeling Clyde until Cartman announces you are worthy and invites you into the tent to see the relic.

The Stick of Truth

Enter the tent and Cartman tells you about the history of the Stick of Truth, for "whoever controls the Stick controls the universe." Your conversation is rudely interrupted by an attack by the elves, who want to steal the Stick back for themselves and put some mad beats on anyone who gets in their way.

Save Butters, Scott Malkinson, and Cartman's cat from the Elven Defenders and Elven Bowmen. These are basic fights to practice your skills—concentrate on striking when your weapon flashes and blocking each enemy's attack to reduce damage. Score a **Bow of Sucking**, **Health Potion (Small)**, and **Power Potion** after you off all the elves.

Tip

Remember to loot any bodies. No, you're not a perv—you want to collect as much good shit as possible for the battles ahead.

Moving Day

New Quest: Call the Banners

SPOILER ALERT!
Quest Breakdown
Step 1: Recruit Tweek through the "Hot Coffee" quest.
Step 2: Recruit Token through the "Gate Crasher" quest.
Step 3: Recruit Craig through the "Detention Sentence" quest.

Now that the Stick of Truth is missing, you need the full gang to take it back. Cartman wants you to recruit Tweek, Token, and Craig to fill Kupa Keep with its most powerful dudes. Check with Scott Malkinson at the armory—he's taken over buying/selling from Clyde, who, failing so miserably during the battle with the elves, was banished from all space and time by Cartman. Stock up on some Health Potions for now until you fatten up your wallet and can afford more later.

Note

You unlock your first Fast Travel Flag in Kupa Keep. Walk around town to unlock others, and use the flags to jump quickly from point to point.

You may want to buy some more gear at the armory with the cash you've grabbed from whacking elves and filching from neighbors. When you're ready, it's time to head out into town to start exploring and completing quests.

Loot Table: KUPA KEEP ARMORY

Item Type	Item	Lvl	Buy Value	Sell Value
Consumable	Health Potion (Small)	0	$1.00	$0.20
Consumable	Health Potion (Large)	0	$5.00	$1.00
Consumable	Cure Potion	0	$1.00	$0.20
Consumable	Power Potion	0	$2.00	$0.40
Consumable	Mana Potion (Small)	0	$2.00	$0.40
Consumable	Mana Potion	0	$1.00	$0.40
Consumable	Mana Potion (Large)	0	$0.50	$0.10
Consumable	Revive Potion	0	$3.00	$0.60
Consumable	Speed Potion	0	$2.00	$0.40
Consumable	Strength Potion	0	$2.00	$0.40
Consumable	Water Balloon	0	$1.50	$0.30
Weapons	Warrior's Blade	1	$2.34	$0.46
Weapons	Magic Wand	1	$2.34	$0.46
Weapons	Rogue's Dagger	1	$2.34	$0.46
Weapons	Jewish Staff	1	$2.34	$0.46
Weapons	Sickle Sword of the Faithful	2	$4.50	$0.90
Weapons	Kris Dagger	2	$5.50	$1.10
Weapons	Lightning Wand	2	$5.00	$1.00
Weapons	Warrior's Scimitar	2	$5.50	$1.10
Weapons	Noob Hammer	3	$6.00	$1.20
Weapons	Club of Smiting	4	$10.00	$2.00
Weapons	Fatbeard's Blade	6	$12.00	$2.40
Weapons	Axe of Stopping	8	$12.00	$2.40
Weapons	Staff of Winter	8	$12.00	$2.40
Weapons	Fire Sword	10	$14.00	$2.80
Equipment	Clyde's Helmet	2	$6.00	$1.20
Equipment	KKK Gloves	4	$5.00	$1.00
Equipment	KKK Helmet	4	$10.00	$2.00
Equipment	KKK Armor	4	$20.00	$4.00
Equipment	Khan Gauntlets	11	$8.00	$1.60
Equipment	Khan Helm	11	$13.00	$2.60
Equipment	Khan Armor	11	$24.00	$4.80
Flair	Halfling Wig	0	$2.00	$0.40
Flair	Bad Irene Wig	0	$2.00	$0.40
Flair	Cartman Comb-over	0	$2.00	$0.40
Flair	50's Glasses	0	$2.00	$0.40
Flair	Bandage and Cut	0	$2.00	$0.40
Flair	Celtic Battle Paint	0	$2.00	$0.40
Strap-Ons	Lightning Sticker	3	$2.00	$0.40
Strap-Ons	Lit Match	3	$2.00	$0.40
Patches	Crossed Swords Patch	6	$5.00	$1.00
Patches	Moldy Patch	7	$10.00	$2.00
Patches	Axe Patch	7	$5.00	$1.00

Butters' Crib

Leave the Cartman house and head left to the red house. Use the **Butters' House Key** you automatically gained when Butters joined you as a buddy and open the front door. Check for loot in the desk by the stairs, kitchen cabinet, nightstand by Butters' bed, dresser in Butters' bedroom, dresser in the upstairs hall, dressers in Butters' parents' bedroom, and the cabinets in the bathroom. Collect your first **Chinpokomon, Monkay**, on the floor next to Butters' toy shelf. Huzzah!

Loot Table: Butters' House

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Living Room	Table with flower vase	Cash	$0.15	o				
Living Room	Table with flower vase	Inspector Butters' Badge	$0.60					
Living Room	Table with lamp	The Poop That Took a Pee	$0.60					
Living Room	Table with lamp	The Poop That Took a Pee	$0.60					
Living Room	Table with lamp	USB Drive	$0.50					
Living Room	Desk with Butters' family picture	Fork	$0.10					
Living Room	Desk with Butters' family picture	Spoon	$0.10					
Living Room	Desk with Butters' family picture	Pubes	$0.05					
Kitchen	Kitchen cabinet	Spoiled Clamato Juice	$0.20					
Kitchen	Kitchen cabinet	Cash	$1.00	o				
Kitchen	Kitchen cabinet	Health Potion (Small)	$0.20	o				
Upstairs Hallway	Desk with potted plant	Mahalo Rewards Card	$0.40					
Upstairs Hallway	Desk with potted plant	DMV Literature	$0.40					
Butters' Bedroom	On the floor next to the toy shelf	Monkay (Chinpokomon)		o	o			
Butters' Bedroom	Nightstand with green lamp	Star Facepaint (Makeup)	$0.40	o			o	
Butters' Bedroom	Nightstand with green lamp	Cash	$0.25	o				
Butters' Bedroom	Nightstand with green lamp	Hawaiian ID Card	$0.40					
Butters' Bedroom	Nightstand with green lamp	Raisins Girl Picture	$0.35					
Butters' Bedroom	Dresser	Chaos Lair Key	-		o		o	
Butters' Bedroom	Dresser	Cash	$2.00		o			
Butters' Bedroom	Dresser	Health Potion (Small)	$0.20		o			
Butters' Bedroom	Dresser	Chinballs (Facial Hair)	$0.40		o		o	
Butters' Bedroom	Dresser	Tap Shoes	$0.60					
Butters' Parents' Bedroom	Dresser	Okama Gamesphere	$2.00					
Butters' Parents' Bedroom	Dresser	Cash	$0.50		o			
Butters' Parents' Bedroom	Nightstand with white lamp	Stotch's Garage Key	-		o		o	
Butters' Parents' Bedroom	Nightstand with white lamp	Screwdriver	$0.30					
Butters' Parents' Bedroom	Nightstand with white lamp	Cash	$0.35		o			
Bathroom	Dresser with potted plant	Soap on a Rope	$0.40					
Bathroom	Dresser with potted plant	Butters' Creamy Goo	$0.50					
Bathroom	Sink Cabinet	Pink Dye	-		o			o
Bathroom	Sink Cabinet	Rusty Pipe	$0.25					
Garage	Chest	Druid Gloves (Hands)	$1.00	o	o		o	
Garage	Chest	Wild Wacky Action Bike	$2.00					
Garage	Terrance & Phillip Bag	Cash	$1.00		o			
Garage	Terrance & Phillip Bag	Speed Potion	$0.40		o			
Garage	Terrance & Phillip Bag	Bangs (Hair)	$0.40		o		o	

Grab the **Chaos Lair Key** in Butters' dresser for use later inside the U-Stor-It lot. Butters' parents keep **Stotch's Garage Key** in the bedroom dresser on the right wall. Take it before you leave the house and check out the garage. Inside the garage you can grab the **Druid Gloves** and other loot.

Rat Bastards!

There's no going to the right—a pile of rats blocks your way. Head left instead, past your house, and smash through the "No Humans!" barricade. You can now investigate the rest of South Park. If you want more loot along the way, trash any of the elves you spot hiding behind snow piles or loitering on street corners.

Moving Day

New Quest: Hot Coffee

“AHGHGHGH! How am I supposed to do all this?! There’s no way, man! Starbucks has like eight employees!! Here it’s just me!!!”

—Tweek

SPOILER ALERT!

Quest Breakdown
Step 1: Head to Tweek Bros. coffee shop.
Step 2: Speak with Mr. Tweek at the front counter.
Step 3: Speak with Tweek in the back room.
Step 4: See Kenny’s mom about Tweek’s special delivery.
Step 5: Talk to the “nice people” in the McCormicks’ garage.
Step 6: Defeat the Meth Heads.
Step 7: Pick up the special delivery.
Step 8: Return the delivery to Tweek.
Step 9: Recruit Tweek for Kupa Keep and gain a friend.

Follow your map of South Park to the Tweek Bros. coffee shop. Walk north until you come to the corner with the Bijou Theater. Turn right and you’ll find the coffee shop next door.

Speak with Mr. Tweek at the counter and he’ll yell back to his son, Tweek. You’ll find your first recruit in the employees-only room in the back. Tweek has so much work it’s driving him bat-shit crazy, but you can help.

Loot Table: Tweek Bros.

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Dining Room	Backpack inside cracked cabinet	Striped Straw	$0.05					
Dining Room	Backpack inside cracked cabinet	Health Potion (Small)	$0.20	o				
Dining Room	Backpack inside cracked cabinet	Striped Straw	$0.05					
Back Room	Red toolbox	Spoon	$0.10					
Back Room	Red toolbox	Speed Potion	$0.40	o				
Back Room	Red toolbox	Bags (Makeup)	$0.40	o			o	
Back Room	Chest on ledge	Friar Gloves (Hands)	$1.00	o	o		o	
Back Room	Chest on ledge	Friar Robes (Body)	$5.00	o	o		o	
Back Room	Chest on ledge	Cash	$2.00	o				
Back Room	Chest on ledge	Round Rim Shades (Eyewear)	$0.40	o			o	
Back Room	Chest on ledge	Power Potion (Large)	$2.40	o				
Back Room	Chest on ledge	Speed Potion	$0.40	o				

Loot Table: Tweek Bros. Coffee Shop

Item Type	Item	Lvl	Buy Value	Sell Value
Consumable	Speed Potion Ultra	0	$15.00	$3.00
Consumable	Speed Potion	0	$2.00	$0.40
Consumable	Power Potion (Large)	0	$12.00	$2.40
Consumable	Power Potion	0	$2.00	$0.40
Consumable	Cure Potion	0	$1.00	$0.20
Consumable	Health Potion (Small)	0	$1.00	$0.20
Consumable	Health Potion (Large)	0	$5.00	$1.00

Kenny’s House

Volunteer to pick up the “delivery” at Kenny’s house, which you’ll find on the same street as your house and Kupa Keep, but all the way past the tracks to the right. Kenny’s mom answers the door and directs you to the “nice people in the back.” Take the **McCormick Garage Key** and open the guest room in the garage.

Loot Table: Kenny's House

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Meth Lab (Garage)	Fridge	Cash	$2.00	o				
Meth Lab (Garage)	Fridge	Health Potion (Small)	$0.20	o				
Meth Lab (Garage)	Chest	Wife Beater (Body)	$0.40	o	o		o	
Meth Lab (Garage)	Shelf	Tweek’s Special Delivery	-	o		o		
Meth Lab (Garage)	Chest in the attic	Kenny’s Bloody Club (Melee)	$3.00	o	o		o	
Kenny’s Room	Nightstand	Cash	$0.05	o				
Kenny’s Room	Nightstand	Water Balloon	$0.30	o				
Kenny’s Room	Nightstand	NASCAR Members Club ID	$0.30					
Kenny’s Room	Nightstand	BFF Necklace	$0.40					
Kenny’s Room	Black chest	Rosy Cheeks (Makeup)	$0.40	o			o	
Kenny’s Room	Black chest	Toy Horse	$0.25					
Kenny’s Room	Black chest	Purity Ring	$0.50					
Kenny’s Room	Dresser	Coffin Glasses (Eyewear)	$0.40	o			o	
Kenny’s Room	Dresser	Alabama Man	$0.50					
Kitchen	Fridge	Cure Potion	$0.20	o				
Kitchen	Fridge	Pubes	$0.05					
Kitchen	Cabinet under sink	Cash	$0.05	o				
Kitchen	Cabinet under sink	White Trash in Trouble VHS	$0.60					
Kitchen	Cabinet under sink	“Guzunga’s” Gentleman’s Magazine	$0.70					

The Meth Heads out back think you’re the cops. This fight is more difficult than the previous ones: The Meth Heads have more HP and there’re three to beat down this time. Use some of your abilities that target multiple enemies, and take out any enemy whose hit points are low so they can’t whack you back. The two dudes have the same HP, but personally, we’d take out the guy with the plunger first.

Victory brings you some cash and consumables. Rifle through the bodies, the niche by the toolbox, and the refrigerator for more loot. To get Tweek’s **Special Delivery**, walk around the table and climb the ladder by the fridge. Knock down the hanging wood with an attack and descend the platform until you reach the paper bag. Pick it up and double-back to the hole in the back wall.

Take out your ranged weapon and shoot out the crumbling wall, which hides part of the ladder to the garage attic. Climb the ladder and open the loot bin on the right side to score **Kenny’s Bloody Club**—it’s great for adding extra damage if you can pull off Perfect Attacks.

Special Blend for All

Race back to Tweek Bros. and talk to Tweek in the back room again. His caffeine high seems to have worn off a little; he’s no longer a raving lunatic. Tweek thanks you for picking up the order, hands you the **Tweek’s Brewmaster Stash Key**, and gets permission from dad to join your group. Congrats! You’ve just doubled your friend total, dude.

Walk around the crap in the back room and climb the ladder up to the back ledge. Open the loot bin on the far left with the **Tweek’s Brewmaster Stash Key** and you’ll nab the **Friar Gloves** and the **Friar Robes**. Not only do the Friar Gloves let you speak directly to God, but more importantly, they give you 25 extra HP from healing and allow your healing abilities to recover 10 more HP. The Robes increase your max HP by 5 and regenerate 5 health each turn. Also, you net a **Large Power Potion**, which enables you to recover twice as much PP as a normal Power Potion.

Moving Day

New Quest: Gate Crasher

“If you try again, I will pepper spray you back to the Stone Age.”
—Security Guard

SPOILER ALERT!

Quest Breakdown
Step 1: Buy the Gas Mask at Jimbo’s Gun Store.
Step 2: Go to Dark Meadows.
Step 3: Put on the Gas Mask and assault the security guard.
Step 4: Recruit Token for Kupa Keep and gain a friend.

Proceed down the block to the left after you leave the Tweek Bros. shop. Turn right at the corner and follow the sidewalk until you wrap around to the Dark Meadows estate. A Security Guard blocks your way if you try to enter the estate. Mess with the pig and he’ll mace you in the face.

Pass the Gas

The Security Guard at Dark Meadows Estates ain’t playing around. You need the **Gas Mask** to beat him, so head over to Jimbo’s Gun Store (keep walking left past the Mall and Restaurant Row to reach it) and buy the latest fashion in chemical warfare. Put the Gas Mask on and head back to Dark Meadows. Besides looking like a reject from a sci-fi tv show, you can now waltz right up to the Security Guard and break his kneecaps. Just watch out for his stun gun and the stain it can put in your crotch.

Tip

You strip the **Billy Club of Smiting** off the Security Guard, but it’s not as good as Kenny’s Bloody Club.

Loot Table: Token's House

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Front Gate	Loot bag near security shack	Revive Potion	$0.60	o				
Garage	Chest in the attic	Friar Cap (Head)	$2.00	o	o		o	
Garage	Chest in the attic	Cash	$0.75	o				
Garage	Chest in the attic	Water Balloon	$0.30	o				
Garage	Chest in the attic	Token Wig (Hair)	$0.40	o			o	
Garage	Chest in the attic	Barry Bonds Bat	$0.70					
Garage	Chest in the attic	Okama Gamesphere	$2.00					
Garage	Chest in the attic	Bass Guitar	$1.00					
Garage	Chest in the attic	Lion King DVD	$0.50					
Front Yard	Backpack behind the bushes	Power Potion	$0.40	o				
Front Yard	Backpack behind the bushes	Faith +1 CD	$0.40					
Front Yard	Backpack behind the bushes	Picture of Nichole	$0.15					
Front Yard	Backpack behind the bushes	Pubes	$0.05					
Front Yard	On the second floor window sill	Velocirapstar (Chinpokomon)	-	o	o			
Rooftop	Chest inside of chimney	Squire Armor (Body)	$7.00	o	o		o	
Rooftop	Chest inside of chimney	Longflip Wig (Hair)	$0.40	o			o	
Rooftop	Chest inside of chimney	Wooden Grip (Strap-on)	$2.00	o			o	

Raid the loot bin behind the security booth, then approach Token’s house and check out the open second-story window. Pull out your ranged weapon and shoot the **Chinpokomon** on the windowsill for another collectable.

“Mom! Can you drive me to Eric’s house?”
—Token

Knock on the door and hand Cartman’s letter to the kid who answers the door. Token decides to join your gang and puts on his spiffy ninja costume. Nice!

Return to your block. If you like, raid Cartman’s house and then steal **Cartman’s Garage Key** from the living room desk to open the garage. Loot the boxes and pick up the **Pengin Chinpokomon** standing in the corner. As you walk down the block to the left toward Craig’s house, snipe the **Chu-chu Nezumi Chinpokomon** out of the tree next to your house.

Loot Table: Cartman's House

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Living Room	Desk near door	Evil Cartman Goatee (Facial Hair)	$0.40	o			o	
Living Room	Desk near door	Cartman’s Garage Key	-	o		o		
Living Room	Desk near door	Cash	$1.00	o				
Living Room	Desk near door	Okama Gamesphere	$2.00					
Kitchen	Kitchen cabinet under orange pot	Speed Potion	$0.40	o				
Mrs. Cartman’s Room	Nightstand under clock	Underpants	-	o		o		
Mrs. Cartman’s Room	Nightstand under clock	Cash	$1.50	o				
Mrs. Cartman’s Room	Nightstand under clock	Black Thunder	$0.60					
Mrs. Cartman’s Room	Nightstand under clock	Purple Passion	$0.40					
Mrs. Cartman’s Room	Nightstand under clock	Jack Rabbit	$0.40					
Mrs. Cartman’s Room	Nightstand with dildo on top	Crack Pipe	$0.30					
Mrs. Cartman’s Room	Nightstand with dildo on top	Blunt Wig (Hair)	$0.40	o			o	
Mrs. Cartman’s Room	Nightstand with dildo on top	Purple Dye	-	o				o
Mrs. Cartman’s Room	Nightstand with dildo on top	Antonio Banderas Love Doll	$0.70					
Mrs. Cartman’s Room	Nightstand with dildo on top	The Milkman	$0.50					
Cartman’s Bedroom	Dresser under poster	Faith +1 CD	$0.40					
Cartman’s Bedroom	Dresser under poster	Cash	$0.90	o				
Cartman’s Bedroom	Dresser under poster	Health Potion (Small)	$0.20	o				
Cartman’s Bedroom	Dresser under poster	Super Phun Thyme Tickets	$0.30					
Cartman’s Bedroom	Dresser under poster	Brad Pitt Survival Gear Kit	$1.20					
Cartman’s Bedroom	Nightstand	“Fatty Doo Doo” DVD	$0.80					
Cartman’s Bedroom	Nightstand	Crank Prank Time Phone	$1.60					
Cartman’s Bedroom	Nightstand	Strength Potion	$0.40	o				
Cartman’s Bedroom	Nightstand	Double Chin (Makeup)	$0.40	o			o	
Cartman’s Bedroom	Nightstand	Coon Poster	$0.25					
Bathroom	Dresser with potted plant	Cherokee Hair Tampon	$0.30					
Bathroom	Dresser with potted plant	AIDS	$0.60					
Bathroom	Sink Cabinet	Packet of Sea People	$0.70					
Bathroom	Sink Cabinet	Cash	$0.25	o				
Bathroom	Sink Cabinet	Pubes	$0.05					
Garage	On Floor	Pengin (Chinpokomon)	-	o	o			
Garage	Chest	Gray Dye	-	o				o
Garage	Chest	Wizard Beard (Facial Hair)	$0.40	o			o	

Moving Day

New Quest: Detention Sentence

“Ya lookin’ for Craig? Well, he can’t play. He’s in detention. Something about flippin’ off the principal.”

—Craig’s Dad

SPOILER ALERT!

Quest Breakdown

Step 1: Speak with Craig’s dad and learn that Craig has detention.
Step 2: Return to Cartman and get new orders.
Step 3: Learn how to harness the power of Dragonshout.
Step 4: Go to the elementary school.
Step 5: Defeat all the hall monitors.
Step 6: Retrieve the Bronze Key from the hallway by the principal’s office.
Step 7: Retrieve the Silver Key from the faculty lounge.
Step 8: Retrieve the Gold Key from Mr. Mackey’s office.
Step 9: Defeat the Ginger Hall Disciplinarian.
Step 10: Open the cafeteria and free the kids in detention.
Step 11: Recruit Craig for Kupa Keep.

When you’re ready to recruit Craig, walk down the block to the left from your house and continue past the South Park sign until you reach a beige house, between the brown house to its right and the blue house to its left. Knock on the door and Craig’s dad answers.

Craig’s dad tells you that Craig’s been pissing off the principal again, and he’s landed in detention. Return to Kupa Keep, where Cartman will notice his level 12 thief, Craig, is missing. Your next quest is to free Craig from detention in the school.

“Getting into trouble is a risk that Douchebag is willing to take.”

—Cartman

Mastering the Dragonshout

First, though, you have to learn how to conjure “magic” from your ass. A loud, wet, noxious fart is more than a gut-buster for your pals—when perfected, your exquisitely channeled gas becomes a powerful Dragonshout attack. Once you’ve splattered the target dummy and the innocent Princess Kenny with your Dragonshouts, listen to Cartman’s final parting words of wisdom: Never, ever drop one on someone else’s balls. Seriously.

“I’ve got all the doors SEALED and I’ve got hallway monitors working overtime-nobody is gonna save your ass today, Craig!”

—Mr. Mackey

Use your Fast Travel Flags to jump close to the school in the western part of town and then walk the rest of the way to the building. Once you unfurl the school’s flag, you can hop back here quickly in the future.

Mr. Mackey holds Craig hostage in the cafeteria. To bust him out, enter the school and confront the first Ginger Boy hall monitor in the lobby. Double team the Ginger Boy and bless him with dentures before his head hits the ground. The backpack on the steps behind him has even more loot.

Loot Table: School (First Visit)

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Lobby	Terrance & Phillip backpack	Health Potion (Small)	$0.20	o				
Lobby	Terrance & Phillip backpack	Cure Potion	$0.20	o				
Lobby	Terrance & Phillip backpack	Mana Potion (Small)	$0.30	o				
Lobby	Terrance & Phillip backpack	Empty Glue Bottle	$0.05					
Lobby	Terrance & Phillip backpack	Marker	$0.10					
Lobby	Loot - Ginger Hall Monitor	Tuft of Ginger Pubic Hair (Strap-on)	$1.00	o			o	
Lobby	Loot - Ginger Hall Monitor	Cash	$0.50	o				
Lobby	Loot - Ginger Hall Monitor	Mana Potion (Small)	$0.30	o				
Lobby	Loot - Ginger Hall Monitor	Health Potion (Large)	$1.00	o				
Lobby	Loot - Ginger Hall Monitor	GSM Button	$0.05					
Lobby	Loot - Ginger Hall Monitor	No. 2 Pencil	$0.05					
First Hallway	Locker under “Go Cows” banner	Power Potion	$0.40	o				
First Hallway	Locker under “Go Cows” banner	Cash	$0.25	o				
First Hallway	Locker under “Go Cows” banner	Toy Car	$0.15					
First Hallway	Locker under “Go Cows” banner	Toy Truck	$0.20					
First Hallway	Locker under “Go Cows” banner	Health Potion (Small)	$0.20	o				
First Hallway	Second locker, bottom row	Mana Potion (Small)	$0.30	o				
First Hallway	Second locker, bottom row	“What Happened To My School?”	$1.00					

First Hallway	Second locker, bottom row	Highlighter	$0.80			
First Hallway	Second locker, bottom row	Glee Wig (Hair)	$0.40	o		o
First Hallway	Ceiling Vent	Poodlesaurus Rex (Chinpokomon)	-	o	o	
First Hallway	Hall Monitor Locker	Cash	$0.60	o		
First Hallway	Hall Monitor Locker	Mace of Restoration (Melee)	$4.40	o	o	o
First Hallway	Hall Monitor Locker	Safety Scissors	$0.20			
First Hallway	Hall Monitor Locker	Black Eye (Makeup)	$0.40	o		o
Second Hallway	Loot - Ginger Hall Monitor outside office	Ginger Freckles (Makeup)	$0.40	o		o
Second Hallway	Loot - Ginger Hall Monitor outside office	Cash	$0.60	o		
Second Hallway	Loot - Ginger Hall Monitor outside office	Power Potion	$0.40	o		
Second Hallway	Loot - Ginger Hall Monitor outside office	Bottle of Sunscreen	$0.20			
Second Hallway	Loot - Ginger Hall Monitor outside office	Highlighter	$0.08			
Hallway by Faculty Lounge	First locker, bottom row	Cash	$0.25	o		
Hallway by Faculty Lounge	First locker, bottom row	Bottle of Sunscreen	$0.20			
Hallway by Faculty Lounge	First locker, bottom row	Safety Scissors	$0.20			
Hallway by Faculty Lounge	First locker, bottom row	Power Potion	$0.40	o		
Hallway by Faculty Lounge	First locker, bottom row	Ginger Fro (Hair)	$0.40	o		o
Janitor’s Room	Desk Drawer	Cash	$0.25	o		
Janitor’s Room	Desk Drawer	Healer’s Patch (Patch)	$0.40	o		o
Janitor’s Room	Desk Drawer	Bottle of Sunscreen	$0.20			
Janitor’s Room	Desk Drawer	GSM Button	$0.05			
Janitor’s Room	Desk Drawer	Ginger Bowltop (Hair)	$0.40	o		o
Hallway by Principal’s Office	Loot - Ginger Hall Security	Dodgeball (Ranged)	$3.00	o	o	o
Hallway by Principal’s Office	Loot - Ginger Hall Security	Cash	$0.60	o		
Hallway by Principal’s Office	Loot - Ginger Hall Security	Power Potion	$0.40	o		
Hallway by Principal’s Office	Loot - Ginger Hall Security	GSM Button	$0.05			
Hallway by Principal’s Office	Loot - Ginger Hall Security	Highlighter	$0.08			
Hallway by Principal’s Office	Terrance & Phillip backpack	Cash	$0.15	o		
Hallway by Principal’s Office	Terrance & Phillip backpack	Revive Potion	$0.60	o		
Hallway by Principal’s Office	Terrance & Phillip backpack	Speed Potion	$0.40	o		
Hallway by Principal’s Office	Terrance & Phillip backpack	Cure Potion	$0.20	o		
Hallway by Principal’s Office	Terrance & Phillip backpack	Ike’s Love Drawing	$0.30			
Hallway by Principal’s Office	Locker under “Go Cows” banner	Cash	$0.35	o		
Hallway by Principal’s Office	Locker under “Go Cows” banner	Phillip Action Figure	$0.30			
Hallway by Principal’s Office	Locker under “Go Cows” banner	“What Happened To My School?”	$1.00			
Hallway by Principal’s Office	Locker under “Go Cows” banner	Turd Sandwich Ballot	$0.15			

Faculty Lounge	Loot - Ginger Hall Monitor	Glass Shard (Strap-on)	$0.40	o		o
Faculty Lounge	Loot - Ginger Hall Monitor	Cash	$0.50	o		
Faculty Lounge	Loot - Ginger Hall Monitor	Bottle of Sunscreen	$0.20			
Faculty Lounge	Loot - Ginger Hall Monitor	Highlighter	$0.08			
Faculty Lounge	Filing Cabinet	Cash	$0.20	o		
Faculty Lounge	Filing Cabinet	Marker	$0.10			
Faculty Lounge	Filing Cabinet	Highlighter	$0.08			
Faculty Lounge	Filing Cabinet	No. 2 Pencil	$0.05			
Faculty Lounge	Filing Cabinet	The Hammer	$0.80			
Faculty Lounge	Filing Cabinet	Backdoor Tickler	$0.40			
Faculty Lounge	Cabinet with potted plant	Francis Wig (Hair)	$0.40	o		
Faculty Lounge	Cabinet with potted plant	Cash	$0.10	o		
Faculty Lounge	Cabinet with potted plant	Picture of Mr. Adler’s Fiance	$0.20			
Faculty Lounge	Cabinet with potted plant	Screwdriver	$0.30			
Faculty Lounge	Cabinet with potted plant	Five-Fingered Fister	$0.50			
Faculty Lounge	Cabinet with potted plant	Strange Tamer	$0.60			
Mackey’s Office	Brown cabinet with potted plant	Cash	$0.15	o		
Mackey’s Office	Brown cabinet with potted plant	Power Potion	$0.40	o		
Mackey’s Office	Brown cabinet with potted plant	Marker	$0.10			
Mackey’s Office	Brown cabinet with potted plant	Empty Glue Bottle	$0.05			
Mackey’s Office	Cabinet with books	Health Potion (Small)	$0.20	o		
Mackey’s Office	Cabinet with books	Highlighter	$0.08			
Mackey’s Office	Cabinet with books	Pubes	$0.05			
Mackey’s Office	Filing Cabinet	Marker	$0.10			
Mackey’s Office	Filing Cabinet	Highlighter	$0.08			
Mackey’s Office	Mackey’s desk	Charms Facepaint (Makeup)	$0.40	o		
Mackey’s Office	Mackey’s desk	Strength Potion	$0.40	o		
Mackey’s Office	Mackey’s desk	Cheerleader’s Patch (Patch)	$1.00	o		o
Mackey’s Office	Mackey’s desk	Mr. Mackey’s Coffee Mug	$0.50			
Mackey’s Office	Mackey’s desk	Intellilink Manual	$0.50			
First Hallway	Loot - Ginger Hall Monitor Boss	Hall Monitor Locker Key	-	o	o	
First Hallway	Loot - Ginger Hall Monitor Boss	Bubble Gum Wrapper (Patch)	$0.40	o		o
First Hallway	Loot - Ginger Hall Monitor Boss	Cash	$2.00	o		
First Hallway	Loot - Ginger Hall Monitor Boss	Strength Potion	$0.40	o		
First Hallway	Loot - Ginger Hall Monitor Boss	Bottle of Sunscreen	$0.20			

Beating Enemies without the Beats

Go through the doors to your right. In the hallway, two more hall monitors block your way. You don’t have to fight them, though. Instead, shoot the lit cigarette hanging over the open locker and it will set the papers on the floor below on fire.

Tip

Check the open school lockers for valuables. Hey, finders keepers, right?

Dragonshout on the embers to send a flamethrower out your ass. It will destroy obstacles like the file cabinet and toast the hall monitors.

Or you can fry the hall monitors where they stand. Shoot the ceiling sprinkler to rain down water and then shoot he speaker above the Ginger Boys so that the electrical wires drop onto the puddle and electrocute the two hall monitors. No more problem.

“You might as well give up because I have hidden the key somewhere and you’ll never find it in my office. Aw, dammit...”

—Mr. Mackey

The cafeteria is around the next corner. Unfortunately, it’s locked, and you need the Gold Key to open the door. First, though, you need the Bronze Key and Silver Key.

Tip

You can shoot open the ceiling vent near the electrocuted Ginger Boys to gain the **Poodlesaurus Rex Chinpokomon.**

You run into another hall monitor in the hallway next to the counselors’ office. When the monitor paces in front of the locked double doors shoot the fluorescent light overhead to drop it on him for the takeout.

The Bronze Key

Check the faculty lounge door at the end of the hallway. It’s locked, and you need the Bronze Key to open it. Invite Kenny into your party before continuing down the hallway. You need the princess to open the metal gate ahead to meet up with the Ginger Boy wielding the protractor. Smack him around so hard he’ll be begging for Geometry class.

Tip

Duck into the janitor’s closet and raid the desk for extra loot.

Watch the next set of hall monitors: One paces back and forth, while the second stands next to the bulletin board. Wait until the first one returns to the bulletin board, then shoot the top left corner so that the board falls and knocks out both Ginger Boys. Easy as pie.

Tip

Switch back to Butters if you want more damage in combat.

Pummel the last hall monitor the old-fashioned way: stick-with-nails to the head. You can destroy the Ginger Boy's armor with three strikes of Kenny's Bloody Club and let Butters give him holy hell with the hammer. Your reward: some loot and the **Dodgeball**, an upgrade to your Bow of Sucking.

You automatically gain the **Bronze Key** in front of the principal's office. Who needs a 12th-level thief to pick locks, anyway?

"Now look, this is detention time, not time to play Dungeons and Dragons!" —Mr. Mackey

Four hall monitors defend the faculty lounge, but you don't have to fight them all. Use the environment to your advantage and you can reach the Silver Key in the back corner easily.

Aim at the lit cigarette on the table. You can knock it into the box of fireworks below and set off a kickass series of explosions. One of the rockets pegs the Ginger Boy in the back right corner, while another dislodges the ceiling light.

Dragonshout the burning fireworks box to send sheets of agonizing flames into the face of your opponent. The second and third Ginger Boys become crispy critters.

Pound the remaining Ginger Boy on the right side. He doesn't stand a chance against Dodgeballs and smiting hammers.

Tip

Scour the bodies and lounge furniture for lots of extra loot.

Alternatively, you can attack the left side. Shoot the stack of books on the counter to crush the last Ginger Boy. Command Butters to console the crying boy in the corner and he'll give you the **Silver Key**.

The Gold Key

Head back to the locked counselor office. Use the Silver Key to open the door.

Enter Mackey's and approach the shelf on the back wall. Shoot the **Gold Key** on the shelf and pick it up off the floor. You could melt it down for some sweet swag, but you'll want to use it on the cafeteria doors instead.

Trashing Mackey's office is more than a therapy session. You can shoot the clock for a **Cog-on-a-Spring,** and besides knocking down the diploma, books, and bulletin board, you can raid the left cabinet, file cabinet under the clock, and right cabinet for loot.

The Ginger Hall Disciplinarian slaps a referral on you as you try to enter the cafeteria. He brings two other Ginger Boy lackeys into the hall; you might have to snack on some Cheesy Poofs to keep battling. Tag team on the weaker Ginger Boys first, then go after the Ginger Hall Disciplinarian. Drive his flathead crewcut into the ground with a few of Butters' well-placed hammer shots. Recover the **Hall Monitor Locker Key** from the broken bully.

Unlock the locker around the corner with your new key. Pocket some cash, **Safety Scissors**, and the Mace of Restoration. As fun as it is to leave nail holes in an enemy's spleen, upgrade to the **Mace of Restoration** for almost double damage and the spiffy Healing Strike ability.

Use the Gold Key on the cafeteria door and bust Craig and all the others out of detention. You've now managed to recruit Craig and bring Mackey one step closer to a coronary.

Moving Day

New Quest: The Bard

“Dude, that was sweet! You threw that shit right in Scott’s face.”
—Cartman

SPOILER ALERT!
Quest Breakdown
Step 1: Learn your Cup-a-Spell power.
Step 2: Head to the Giggling Donkey inn.
Step 3: Find the Bard in the inn’s basement.
Step 4: Escape the inn’s basement.
Step 5: Rescue Cartman in the kitchen.
Step 6: Get to the inn’s second floor.
Step 7: Stop Princess Kenny from being raped.
Step 8: Catch the Bard by going through the attic.
Step 9: Defeat the Bard.
Step 10: Return to Kupa Keep.

You reunite Cartman with his three lost henchmen, only to return to Kupa Keep to find out that the Stick of Truth now rests in the hands of the mysterious Bard, a crooner of great renown and, as you’ll soon discover, unparalleled stuttering.

Note

Your recent deeds earn you the honored rank of SIR Douchebag.

Cup-a-Spell Conjuring

Before you hunt down the Bard, however, Cartman wants to show you his next magic trick: Cup-a-Spell. This gas bomb hurls potent fumes at an enemy, grossing them out and reducing their attack and defense. Just ask Scott Malkinson, who gets a mouthful during your training session.

The Giggling Donkey

Cartman leads you down the block to the Giggling Donkey, an inn housed in a living room stocked with orange sports coolers, strange characters, and a pin-the-tail-on-the-donkey poster. The dweebs in here are pretty tense, but Cartman talks them into telling you the Bard is down in the basement.

Loot Table: Jimmy's House

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Basement	Dryer	Cash	$0.25	o				
Basement	Dryer	Torn Cloak Fragment	$0.30					
Basement	Dryer	Small Needle (Strap-on)	$0.40	o			o	
Basement	Red Toolbox	Cash	$0.60	o				
Basement	Red Toolbox	Screwdriver	$0.30					
Basement	Red Toolbox	Baseball Card	$0.10					
Basement	Red Toolbox	USB Drive	$0.50					
Basement	Red Toolbox	Toy Car	$0.15					
Kitchen	Fridge	Power Potion	$0.40	o				
Kitchen	Fridge	Mana Potion (Small)	$0.30	o				
Kitchen	Cabinet under sugar jar	Arrow Patch (Patch)	$0.40	o			o	
Kitchen	Cabinet under sugar jar	Health Potion (Small)	$0.20	o				
Kitchen	Cabinet under sugar jar	Spoon	$0.10					
Kitchen	Cabinet under sugar jar	Toy Car	$0.15					
Kitchen	Sink Cabinet	Cash	$1.00	o				
Kitchen	Sink Cabinet	Speed Potion	$0.40	o				
Kitchen	Sink Cabinet	Fork	$0.10					
Living Room	Loot - Elven Anti-Magician	Wood Elf Armor (Body)		o	o		o	
Living Room	Loot - Elven Anti-Magician	Bartender ‘stache (Facial Hair)	$0.40	o			o	
Living Room	Loot - Elven Anti-Magician	Slicked-back Wig (Hair)	$0.40	o			o	
Living Room	Loot - Elven Anti-Magician	Cash	$0.60	o				
Living Room	Loot - Elven Anti-Magician	Strength Potion	$0.40	o				
Living Room	Loot - Elven Anti-Magician	Old Baseball Glove	$0.25					
Living Room	Loot - Elven Anti-Magician	Terrance Action Figure	$0.30					
Living Room	Desk with lamp	Cash	$0.75	o				
Living Room	Desk with lamp	Health Potion (Large)	$1.00	o				
Living Room	Desk with lamp	The Poop that Took a Pee	$0.60					
Upstairs	Desk with clock	Cash	$1.00	o				
Upstairs	Desk with clock	Jimmy’s Garage Key	-	o		o		
Upstairs	Desk with clock	Wooden Crossguard (Strap-on)	$0.40	o			o	
Parents’ Bedroom	Desk at the back of room	The Poop that Took a Pee	$0.60					
Parents’ Bedroom	Desk at the back of room	Cash	$2.00	o				
Parents’ Bedroom	Nightstand	Sparkly Heart Sticker (Strap-on)	$1.00	o			o	
Parents’ Bedroom	Nightstand	Health Potion (Large)	$1.00	o				

Attic	Loot - Elven Defender	Wood Elf Gloves (Hands)	$2.00	o	o	o
Attic	Loot - Elven Defender	Cash	$0.35	o		
Attic	Loot bag	Bow and Arrow Patch (Patch)	$1.00	o		o
Attic	Loot bag	Cash	$1.75	o		
Attic	Loot bag	Mana Potion (Small)	$0.30	o		
Attic	Loot bag	Health Potion (Large)	$1.00	o		
Attic	Loot bag	Torn Cloak Fragment	$0.30			
Attic	Loot bag	Terrance Action Figure	$0.30			
Attic	On the floor in the middle of the room	Roidrat (Chinpokomon)	-	o	o	
Jimmy’s Bedroom	Loot - Jimmy the Bard	Crutch of Weakness (Melee)	$4.40	o	o	o
Jimmy’s Bedroom	Loot - Jimmy the Bard	Cash	$0.35	o		
Jimmy’s Bedroom	Loot - Jimmy the Bard	Mana Potion	$1.00	o		
Jimmy’s Bedroom	Loot - Jimmy the Bard	Mana Potion	$1.00	o		
Jimmy’s Bedroom	Loot - Jimmy the Bard	Terrance Action Figure	$0.30			
Jimmy’s Bedroom	Loot - Jimmy the Bard	Phillip Action Figure	$0.30			
Jimmy’s Bedroom	Loot - Jimmy the Bard	The Poop that Took a Pee	$0.60			
Jimmy’s Bedroom	Dresser with purple rock	Cash	$1.25	o		
Jimmy’s Bedroom	Dresser with purple rock	Torn Cloak Fragment	$0.30			
Jimmy’s Bedroom	Dresser with purple rock	Elf Ear	$0.50			
Jimmy’s Bedroom	Dresser with purple rock	Video Game	$0.80			
Jimmy’s Bedroom	Treasure chest	Wood Elf Cap (Head)	$4.00	o	o	o
Jimmy’s Bedroom	Treasure chest	Cash	$5.00	o		
Jimmy’s Bedroom	Treasure chest	Health Potion (Small)	$0.20	o		
Jimmy’s Bedroom	Treasure chest	Mana Potion	$1.00	o		
Jimmy’s Bedroom	Treasure chest	Health Potion (Large)	$1.00	o		
Jimmy’s Bedroom	Nightstand	Strength Potion	$0.40	o		
Jimmy’s Bedroom	Nightstand	Toy Car	$0.15			
Jimmy’s Bedroom	Nightstand	The Poop that Took a Pee	$0.60			
Garage	Treasure chest	Jester’s Cap (Head)	$7.00	o	o	o
Garage	Treasure chest	Cash	$2.00	o		
Garage	Treasure chest	Small Shield Sticker (Strap-on)	$0.40	o		o
Garage	Treasure chest	Mana Potion	$1.00	o		

It’s dark in the basement, like slasher-flick dark. Explore the gloom and open the dryer and toolbox for extra loot. Follow the sounds of tinkling music to the back of the basement, where you’ll find, not a Ren Faire, but just Jimmy the Bard plucking on his lute.

The Bard has set a trap for you. In traditional evil genius fashion, Jimmy begins to explain his master plan—except his stuttering gets in the way. Press the Skip button to escape the st-st-stuttering.

Take on the Elven Swordsman and two Elven Archers. Your new Dodgeball can bonk heads and reach the archers in the rear. Because it’s three on two, you may need to dip into your snacks to regain hit points and outlast them.

Jimmy hops up the basement stairs and leaves behind more elves to guard his retreat. Aim at the cracked lantern with your ranged attack, then Cup-a-Spell the open flame. Your gas ignites, blowing apart the wooden barrier and roasting the elf next to it.

Tip

When Craig enters the basement, he knocks over a lantern that you can Cup-a-Spell to defeat more enemies before you jump into melee combat.

Let Craig into the basement by opening the back window with a ranged attack. The moron sneaks in but stumbles off the shelf and into the electrified puddle. He's out of it, so it's up to you to fight through the remaining three elves defending the basement.

Whack these tree huggers like you did the three before. If you can get off attacks on the Elven Priest in the back, kill him first so he can't buff up the other two. Gain the **Elvish Shortbow** after your second fight with the elves in the basement.

Command Butters to revive Craig. A pat on the back gets his blood flowing again, and Craig unlocks the basement door for you. Head back upstairs after Jimmy.

"I'm not dead. You can't loot me yet."
—Cartma

Hurry to the kitchen to defend Cartman from the elves. Fire off your ranged attack at the ceiling light to drop it on top of the closest elf. Sweet! One down, two to go.

Finish off the Elven Enforcer and the Elven Archer. They don't stand a chance if you unleash your special attacks on them. Afterward, command Butters to attend to Cartman, who pops a ketchup packet to simulate his bloody last breath.

To Save Princess Kenny

Cartman tells you the elves have taken Princess Kenny upstairs to rape him. You don't want that image stuck in your head, so get upstairs quicker than quick. Enter the living room and shoot the light over the Elven Priest to take him out of the fight.

Continue toward the couch. Use your ranged attack on the wooden coat of arms hanging on the back of the couch. It falls over the caltrops on the rug, allowing you to pass safely.

Cross over to the gate. Aim your ranged attack at the lantern near the door and smash the glass. Cup-a-Spell the lantern flame to explode open the front door.

Token and Tweek charge in through the blasted front door and drop the gate for you. Scoop up the loot from the elf next to next to the door and then attack the fallen bookcase to cut through it.

Sweep through the rest of the living room until you reach the last defenders. The Elven Sentinel is tough, but the Elven Anti-Magician (the dude with the gas mask) is even tougher, with more than double the Sentinel's hit points and some aggravating attacks. Concentrate on the Sentinel first, gobble snacks to stay healthy, and use your special abilities to silence the Anti-Magician. Beating theElven Anti-Magician earns you the Wood Elf Armor.

Upstairs Before Disaster Occurs

Hurry upstairs and clean out the desk in the middle of the hallway. Pocket **Jimmy's Garage Key** for later and head to the second door. Ignore the peeping-tom elf up in the attic for now.

Scarred for Life

Since blinding yourself is not an option, you'll have to open the door anyway and rush in to save Princess Kenny from being raped. Shoot the light fixture above the canopy bed, then shoot the left side of the shelf so the purple ball rolls down. Strike the table leg with the crack on the right side to create a ramp. Walk up the ramp and shoot the glinting abstract sculpture to create a ladder.

Climb up the ladder and walk along the bookshelf to the right. Attack the piece of plaster blocking your way to the wire connected to the destroyed lamp. Zip-line down the wire to destroy the canopy bed. You land on top of the elf, ending his perverted ways, and untie Princess Kenny. You quickly rejoin the others and pretend nothing ever happened.

Tip

You can change available party members to help you in any given situation. Butters is automatically dismissed and Kenny joins you here.

“I didn’t even know inns had attics.”

—Elf

Command Kenny to lure the elf peeping out of the attic (point at the bottom of the attic hatch while commanding Kenny). Princess Kenny shows his boobs and the elf happily drops a ladder and comes closer for an eyeful. Kenny rewards him with a swift kick in the nuts.

The elves have barricaded the attic. Use Cup-a-Spell on the candle to blow apart the boxes and attack the Elven Sentinel and Elven Priest defending the attic.

Plant a Royal Kiss on the Elven Sentinel to gross him out, while a ranged attack will cause the Elven Priest fits. Continue smacking the elves around until each is sprawled out like another piece of crap on the attic floor. Pull the Wood Elf Gloves off the Elves you fight in the attic.

Cross to the right side of the attic and shoot the corner of the purple chest. It falls and breaks a hole in the floor to Jimmy’s hiding spot. Before you leave, add the **Roidrat** Chinpokomon on the floor to your collection.

“Take it from me if you can, W-Wizard King. Step forward now, and fulfill your de-de- and fulfill your de-de...”

—Jimmy

You finally corner Jimmy the Bard in the bedroom after dropping down through the attic hole. He’s not alone, though; Jimmy pipes in three Bardic Rats with Bardic Hats.

Squish the rats first; you don’t want their three attacks hitting you each round. Since they have only 65 hit points apiece, you can splatter them with one strong attack or two moderate attacks. An attack that strikes multiple targets may flatten more than one of them at a time.

Watch out for Jimmy’s sleep attack. You’ll have to be good at recovering during the sleep mini-game to stay in the battle. Hit the Sleep button like a caffeine junkie—where’s Tweek when you need him?!?—to counterattack the sleep effects.

“We’re not druids, mom! We’re fucking warriors and wizards!”

—Cartman

Without his rats to protect him, coordinate your attacks on Jimmy and make him change his tune about keeping the Stick of Truth. Relieve him of his **Crutch of Weakness**, which is probably an upgrade for your melee weapon.

You finally return the Stick of Truth to its comfy pillow back at Kupa Keep. Your triumph doesn’t last long, though; Cartman’s mom calls out that “The Grand Wizard needs to go night night,” and the group breaks up for the evening.

Moving Day

New Quest: Its Late

“Douchebag, for your heroic deeds and valiant self sacrifice at the great battle of Jimmy’s house, I hereby make you an official member of the Kingdom of Kupa Keep.”

—Cartman

SPOILER ALERT!

Quest Breakdown

Step 1: Return home.

Step 2: Climb in bed.

You are now an official member of Kupa Keep. Return home, feeling good that you’ve made all these new friends—and a few enemies, too. It’s been a crazy day. Probably best not to say a word to your parents.

Slip into your spaceman pajamas and climb into bed for a good night’s sleep. You shut your eyes and...

Moving Day

New Quest: Alien Abduction

SPOILER ALERT!

Quest Breakdown

Step 1: Get abducted. You have no choice in the matter.
Step 2: Get probed. No choice there, either.
Step 3: Use your alien probe device to escape your force field.
Step 4: Find the control room.
Step 5: Pwn all the aliens you encounter.
Step 6: Return to Randy.
Step 7: Beat up the Alien Conspiracy Hobo (optional).
Step 8: Break Randy out of his alien probe.
Step 9: Retrieve the White Power Crystal.
Step 10: Enter the alien cockpit.
Step 11: Defeat the Alien Pilots.
Step 12: Crash land in South Park.

...you open your eyes to this weird green light shining into your bedroom. If you didn't know better, you'd think it was aliens.

Kidnapped!

Guess what, it's aliens! Even worse, they're not the kind that give you a warm, fuzzy feeling with a touch of their glowing fingers; they're the kind that like to jab your anus.

Clench your sphincter and button mash repeatedly to destroy the alien probe twice. This drives the aliens away temporarily and activates the alien probe piece stuck in your butt. You can now use your alien probe to teleport around the ship.

Hop down from your table. A fellow abducted human, Randy Marsh, explains that you'll have to deactivate the main reactor to escape the alien ship.

Loot Table: UFO

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Probe Room	Chest in hidden room	Speed Potion	$0.40	o				
Probe Room	Chest in hidden room	Health Potion (Large)	$1.00	o				
Probe Room	Chest in hidden room	Health Potion (Small)	$0.20	o				
Probe Room	Chest in hidden room	Used Jaggon	$0.25					
Probe Room	Chest in hidden room	Power Potion (Large)	$2.40	o				
Probe Room	Chest near Randy	Alien Helmet (Head)	$2.00	o	o		o	
Probe Room	Chest near Randy	Health Potion (Large)	$1.00	o				
Probe Room	Chest near Randy	Pinewood Derby Car	$0.40					
Probe Room	Chest near Randy	Power Potion	$0.40	o				
Empty Probe Room	Chest	Health Potion (Large)	$1.00	o				
Empty Probe Room	Chest	Speed Potion	$0.40	o				
Empty Probe Room	Chest	Ice Cream	$0.15					
Engine Room	Chest near elevator, Main Room	Alien Suit (Body)	$5.00	o	o		o	
Engine Room	Chest near elevator, Main Room	Mana Potion (Small)	$0.30	o				
Engine Room	Chest near elevator, Main Room	Health Potion (Large)	$1.00	o				
Engine Room	Chest near elevator, Main Room	Power Potion	$0.40	o				
Engine Room	Chest near elevator, Main Room	Destroyed Laser Pistol	$1.00					
Engine Room	Chest on upper platform, Main Room	Speed Potion	$0.40	o				
Engine Room	Chest on upper platform, Main Room	Strength Potion	$0.40	o				
Engine Room	Chest on upper platform, Main Room	Used Jaggon	$0.25					
Engine Room	Chest on platform, Bottom Room	Mana Potion (Small)	$0.30	o				
Engine Room	Chest on platform, Bottom Room	Destroyed Laser Pistol	$1.00					
Engine Room	Chest on platform, Bottom Room	Rectal Photography Kit	$0.50					
Engine Room	Chest behind force field, Bottom Room	Alien Energy Crystal (Strap-on)	$0.40	o			o	
Engine Room	Chest behind force field, Bottom Room	Speed Potion	$0.40	o				
Engine Room	Chest behind force field, Bottom Room	Strength Potion	$0.40	o				
Engine Room	Chest behind force field, Bottom Room	Used Jaggon	$0.25					
Engine Room	Chest behind force field, Bottom Room	Water Balloon	$0.30	o				
Engine Room	Loot - Alien Guard, Upper Room	Alien Defensive Matrix (Patch)	$1.00	o			o	
Engine Room	Loot - Alien Guard, Upper Room	Space Cash	$1.00					
Engine Room	Loot - Alien Guard, Upper Room	Glowing Crystal Fragment	$0.25					
Engine Room	Chest in hidden room, Use switch to access	Shattered Anal Probe (Strap-on)	$0.40	o			o	
Engine Room	Chest in hidden room, Use switch to access	Mana Potion	$1.00	o				
Engine Room	Chest in hidden room, Use switch to access	Cure Potion	$0.20	o				
Engine Room	Chest in hidden room, Use switch to access	Ice Cream	$0.15					
Engine Room	Chest in hidden room, Use switch to access	Space Cash	$1.00					
Engine Room	Chest behind door on far left, Upper Room	Power Potion (Large)	$2.40	o				
Engine Room	Chest behind door on far left, Upper Room	Power Potion	$0.40	o				

Engine Room	Chest behind door on far left, Upper Room	Space Cash	$1.00			
Engine Room	Chest behind door on far left, Upper Room	Ice Cream	$0.15			
Engine Room	Chest behind door on far left, Upper Room	Biggest Douche Award	$0.80			
Engine Room	Loot - Alien Chief of Security	Alien Gloves (Hands)	$1.00	o	o	o
Engine Room	Loot - Alien Chief of Security	Space Cash	$1.00			
Engine Room	Loot - Alien Chief of Security	Destroyed Laser Pistol	$1.00			
Trash Area	Loot - Alien Conspiracy Hobo	Cash	$0.05	o		
Trash Area	Loot - Alien Conspiracy Hobo	Health Potion (Small)	$0.20	o		
Trash Area	Loot - Alien Conspiracy Hobo	Health Potion (Large)	$1.00	o		
Trash Area	Loot - Alien Conspiracy Hobo	Broken Bottle	$0.10			
Trash Area	Loot - Alien Conspiracy Hobo	Used Syringe	$0.35			
Main Hallway	Chest	Alien Probe (Melee)	$7.00	o	o	o
Main Hallway	Chest	Cult Pamphlet (Strap-on)	$0.40	o		o
Main Hallway	Chest	Rectal Photography Kit	$0.50			
Main Hallway	Chest	Space Cash	$1.00			
Main Hallway	Chest	Destroyed Laser Pistol	$1.00			
Cockpit	Chest near hologram	Ice Cream	$0.15			
Cockpit	Chest near hologram	Baby Fark McGee-zax's Broken Pistol	$1.20			
Cockpit	Chest near hologram	Health Potion (Small)	$0.20	o		
Cockpit	Chest near hologram	Mana Potion (Small)	$0.30	o		
Cockpit	Chest near hologram	Power Potion	$0.40	o		
Cockpit	Chest near hologram	Health Potion (Large)	$1.00	o		
Cockpit	On top of monitors	Beetlebot (Chinpokomon)	-	o	o	

Tip

Look for the robotic eye receivers to teleport you around the ship.

Ass Backwards and Forwards

Aim your alien probe at the robotic eye receiver above the console next to your seat. Use the robotic eye to teleport through the force field holding you to freedom on the other side.

Access the control panel on the right wall and open the door to a hidden room. Use your alien probe again on the same robotic eye to teleport you into the hidden room and secure more loot from the chest inside.

Return to the probe chamber and open the chest to the left of Randy's bare ass. Pocket the loot and put on the **Alien Helmet** (+10% weapon damage) if it's an upgrade for you.

Whoops!

Exit the probe chamber and enter the elevator room. One of the aliens is standing right next to the door when you enter, and it breaks the glass on the old-fashioned alarm bell and rings it with the small hammer. No more stealth for you.

Tip

You can use the door next to your probe chamber to enter an abandoned probe chamber and gain more loot from a chest there.

Two more aliens reinforce the first one. Before you teleport past the force field barrier, target the ripped pipe above the three aliens. When you shoot the pipe, live wires drop down and fry one of the aliens. Eat lots of snacks to stay alive against the two remaining aliens while you out-damage them. Pick up the **Alien Ray Gun** after the fight.

Randy informs you that your alien probe isn't just good for interacting with the robotic eyes and doubling as a dildo. It can also activate the blue security panels like the one on the main elevator.

"Score! Aliens hate electricity."
—Randy

Take the elevator down to the large chamber with several floating discs. Open the chest next to the elevator for more loot, including the **Alien Suit.**

Tip

Aliens take more damage from electricity. Consider using items like the Lightning Sticker on your weapons to boost damage against the aliens.

Use your alien probe to teleport up to the next level. Access the control panels to move the platform overhead to the right so you can reach the chest for more loot.

If the platform is on the right, you can aim your alien probe up to activate a small blue panel which triggers a force field and disintegrates an alien if timed properly. You can also use Dragonshout or Cup-a-Spell on the burning probe in the force field to blow up the second alien.

Slide the platform back to the left and use your alien probe to teleport on it. Look above to the probe maintenance level and you'll see another robotic eye to your left. Access the left robotic eye to reach the probe maintenance level.

Probe Maintenance

Walk to the right and wait until the red lasers repairing the deactivated probe shut off. Rush across and attack the two Alien Guards. Hit the first Alien Guard with special attacks. Hopefully it goes down quickly so you don't get double-teamed. Chomp on some snacks to heal if need be as you teach the alien police all about the earthling term, "Officer down!"

Access the control panel by the fallen Alien Guards. This opens the left door on the probe maintenance level.

Before heading left, go right and activate the small wall console, turning it from red to green. A panel on the level below slides open and reveals a robotic eye. Use your alien probe to teleport down to the level and open the nearby chest for extra loot.

Return to the probe maintenance level and walk left until you reach the last control panel. Randy doesn't think a kid like you can figure out how to deactivate it.

Try your hand at the "Simon Says" visual game by matching the colors and sounds as they appear. The first couple are easy; the final one is insanely hard, and Randy gets mercilessly probed. All right, so Randy was right.

Atmospheric Processor

Retrace your anal jumps back to the original platform. Set the lower platform to the left and go down now. Use the robotic eye inside the tube on the atmospheric processor level to teleport you past the searching aliens to the platform beneath the tube.

Use the control panel here to splatter the Alien Guard standing next to the air lock. Squeeze out your alien probe and jump inside the tube. You only have a single alien to fight now, which should not be a problem for one with sphincter muscles like yours. Or you can jettison the alien out through the airlock if it's on the right side and you time your alien probe to activate the blue panel at the right time.

Access the control panel on the far right and play the security mini-game. Randy's insides are at stake again, and you fail epically on the insane series. Good news, though; you lower the force field shielding the security room, and Randy will never need Roto-Rooter on his plumbing again.

There are two chests on opposite sides of the security console. To the left, use the light bridge that lowers to climb up and pocket a small amount of loot. To the right, use your alien probe to interact with the blue security panel. You'll gain more loot here; the chest contains the **Alien Energy Crystal (strap-on)**.

Security Breach

Return to the elevator and step on the new energy bridge to the left of the chest. Shoot out the security monitor above the closest Alien Guard to take it out of the fight.

The Alien Chief of Security can't be punked with a single arrow. If you can set the chief on fire or deal some other continuous damage, your job will be easier. Beat down the regular Alien Guard quickly and use all your special abilities on the Alien Chief of Security. Take the **Alien Gloves** off the Chief to complete your spiffy space wardrobe.

Shutting off the control panel in the security room does a number on the alien ship. Return to Randy to get both of you off the ship.

The Alien Conspiracy Hobo

Before you depart the ship, you might want to listen to the various hobo audio logs spread throughout the ship and then visit the secret, trash-filled hold beneath the main level.. Climb down the central floor hatch to reach the hold.

Disturb the trash to stir the Alien Conspiracy Hobo. He might have hitched a ride on the ship, but the hobo's in no mood for visitors, even human ones. Avoid his dread plunger attack and put a few more holes in his shabby duds. For debunking this conspiracy, you earn the **Tinfoil Hat**, excellent for the final battle with its -25% damage versus alien attacks.

The Great Escape

Return to the original probe chamber. You have to pass one last security mini-game to free Randy from his alien probe chair. Congrats on another social networking friend, though it's probably best not to explain how you met.

Look for the **White Power Crystal** that jettisoned out of Randy's alien probe. Pick it up off the floor. Exit the alien probe chamber and go to the left on the main level.

Tip

Don’t forget the Cult Pamphlet and the Rectal Photography Kit in the chest by the alien cockpit.

Use the White Power Crystal, then your alien probe to unlock the alien cockpit. With all these alien probes hanging about, you might not believe it, but the outer “cockpit” is actually harmless.

Take a breath before the last battle. Check out the holographic map of the solar system and the security monitors tuned to South Park. Open the chest in the front of the room for your last collection of loot. Before you leave, though, shoot the Chinpokomon sitting atop the security monitors and score **Beetlebot** for your collection.

Two Alien Pilots steer the ship but give up on that minor responsibility when they see you. They’re joined by an Alien Defense Matrix to make matters worse.

The Alien Defense Matrix has to go first; it gives the two aliens too much defense. Use the Alien Ray Gun or a similarly potent ranged attack to aim past the aliens and strike the Alien Defense Matrix in the rear. Once it’s destroyed, try to stun or immobilize the Alien Pilot while you exterminate the other extraterrestrial. Give the Alien Pilot everything you’ve got with the power points that you have left.

“We have another UFO crash. We have to get to it before the Japanese do.” —Big Bad Government Guy

Beating the last two aliens sends the spaceship crashing toward South Park. The ship impacts on the outskirts of town, but not before the government notices the disturbance. A high-ranking general orders the troops to move in and secure the site.

You suddenly wake up in bed, and it’s morning. Not a scratch on you. How about that.

Taco Troubles

Introduction

You trashed your school, stole the Stick of Truth back from the Bard, became a member of the Kingdom of Kupa Keep, and then got nabbed by aliens bent on probing the great unknown—otherwise known as your ass. And that was all on your first day in South Park. What could possibly be crazier today? One word: Encherito.

Day 2 Quest List

Gain Allies
Earthquakes. Check. Uncontrollable fires. Check. A crashed UFO turned government site posing as a Taco Bell. Check. Just another day in South Park, and Cartman needs you to recruit more allies to handle the mess.

Recruit the Goth Kids
What better allies than kids that dress like the undead and are way too cool to keep their lungs healthy? Go talk to them anyway.

Nonconformist
Circle around town collecting clothes, smokes, and coffee to fit in with the Goth Kids. It won't be as easy as it sounds: Goths are picky about who they let sit on the cement steps with them.

PTA Problems
You think the PTA has problems worrying about what the alleged Taco Bell is going to do to the town? Wait till they find out Nazi Zombie body parts come included in the extra value meals.

Attack the School
Whose side are you on? Cartman's or Kyle's? You'll have to choose to ally with the humans or the elves, then launch an epic assault on an ultra-fortified, war-torn bunker—South Park Elementary.

Go Back Home
You discover who really stole the Stick of Truth, but before you can have it out with the Ruler of Darkness, your parents announce bedtime. Go home and get some sleep.

Defeat the Underpants Gnomes
Ha, you thought you were getting sleep!? No chance. Underpants Gnomes raid your drawers for your *drawers*, then shrink you down to their size. Chase after them to regain your dignity.

Taco Troubles

New Quest: Gain Allies

“They claim that the only reason huge tents have gone up to cover this area is to mask the construction of a new Taco Bell, which will open sometime later this month.”

—Midget in a Bikini

SPOILER ALERT!

Quest Breakdown
Step 1: Listen to Cartman rant on about earthquakes and fires.
Step 2: Complete the quest “Recruit the Goth Kids.”
Step 3: Complete the quest “Nonconformist.”
Step 4: Complete the quest “PTA Problems.”

After your restful night of frying aliens and crashing spaceships, it’s time for a new day and new adventures. Leave your bedroom and head downstairs. Stop off at the TV to watch a news report on fires and earthquakes around the town. Hmmm, could that have anything to do with an unidentified flying object dropping out of the sky?

Dirty Little Liars

Cartman rushes through your front door complaining about the fires and earthquakes. In the chaos, the cheating-bastard elves have apparently stolen the Stick of Truth again, and it has Cartman’s panties in a twist. Cartman asks you, the best kid he knows for scoring social networking friends, to recruit the Goth Kids for Kupa Keep.

Taco Troubles

New Quest: Recruit the Goth Kids

“Sorry, Frodo, we don’t play Dungeons and Douchebags.”
—Michael

SPOILER ALERT!

Quest Breakdown
Step 1: Speak with the Goth Kids in the back of the school.
Step 2: Complete the “Nonconformist” quest.
Step 3: Get ambushed by the elves. And like it.
Step 4: Return to the Goth Kids.
Step 5: Complete the “PTA Problems” quest.
Step 6: Dance for the Goth Kids.
Step 7: Recruit the Goth Kids for Kupa Keep or the Elven Kingdom.

Seek out the Goth Kids at South Park Elementary. Take the Fast Travel Flag to the school and follow the path to the gate that leads to the docking bays behind the school. The four Goths hang out smoking and making sure their eyeliner doesn’t run.

Brood like a Goth Dude

The Goths want nothing to do with you. You don’t dress like a vampire, you don’t piss vinegar on the world like they do—basically, you’re a conformist. You’re going to have to change your look and attitude if you want to befriend them.

Taco Troubles

New Quest: Nonconformist

SPOILER ALERT!

Quest Breakdown
Step 1: Buy the Goth Cloth, Goth Cap, and Goth Clothes from the U-Stor-It street merchant.
Step 2: Wrestle the Cigarettes away from the gang in the alley next to Jimbo's Guns.
Step 3: Buy the Tweek Bros. Dark Roast from the Tweek Bros. coffee shop.
Step 4: Get ambushed by the elves. And like it.
Step 5: Return to the Goth Kids.
Step 6: Complete the "PTA Problems" quest.
Step 7: Dance for the Goth Kids.

The Goths suggest that you get yourself a Marilyn Manson makeover. That means buying three pieces of clothing to put on—Goth Clothes, Goth Gloves, and Goth Cap—and finding Cigarettes and a special coffee blend to fit right in.

Hobo Sales

Zip over to the northeastern part of town and look for the U-Stor-It building. A street merchant sells odd items in front of the storage facility.

Tip

If you don't have the 16 bucks to buy your Goth clothes, you really need a job, bro. But since that's not an option, go mug some elves in town for the green.

Buy the **Goth Cap** for $5, the **Goth Clothes** for $8, and the **Goth Gloves** for $3. Put on your new Goth clothes. You now look like you're ready to rob a bank—or sit with the Goths.

"Oh, I'm sorry. I didn't realize it was a crime to want a more pleasing figure."
—Smoking Boy

Set out to the west to find the Jimbo's Guns store. Three Smoking Scoundrels loiter in the side alley to the left of the store. If you want to be badass, fight 'em in your Goth clothes. Or you can change back into your better gear and bulk up for the thrashing.

Chomp on your snacks to keep your HP high and smack down the first Smoking Scoundrel. With one down, you've increased your odds to survive by…a lot. Extinguish the second Scoundrel with the rest of your special abilities and then go nose-to-nose with the final Scoundrel.

Pocket the **Cigarettes** from the Scoundrels and return to Tweek's old haunt. Inside Tweek Bros. you can buy the **Tweek Bros. Dark Roast** for a buck.

Ambush!

You now have all the items you need to return to the Goths. Those sons of bitches, the elves, have other plans, though. Four of 'em ambush you outside Tweek Bros. and, no matter whether you win or lose the fight, they bring you back to their king, Kyle.

"Surrender yourself and prepare thy heart. The King of Elves wishes to speak with thee."
—Elf

Loot Table: Kyle's House

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Backyard	Gnome bag in "King's Forest" (Fighter)	Warhammer (Melee)	$15.00	o	o		o	
Backyard	Gnome bag in "King's Forest" (Mage)	Shocking Staff (Melee)	$12.60	o	o		o	
Backyard	Gnome bag in "King's Forest" (Thief)	Assassin's Dagger (Melee)	$14.00	o	o		o	
Backyard	Gnome bag in "King's Forest" (Jew)	Holy Poker of the Faithful (Melee)	$11.80	o	o		o	
Backyard	Gnome bag in "King's Forest"	Elven Archer Patch (Patch)	$2.00	o			o	
Backyard	Gnome bag inside of "Spirit Cave"	Cash	$2.50	o				
Backyard	Gnome bag inside of "Spirit Cave"	Revive Potion	$0.60	o				
Backyard	Gnome bag inside of "Spirit Cave"	Power Potion (Large)	$2.40	o				
Backyard	Loot bag in treehouse tent	Torn Cloak Fragment	$0.30					
Backyard	Loot bag in treehouse tent	Sky Blue Dye	-	o				o
Backyard	Bag by the base of tree	Shattered Arrow	$0.35					
Backyard	Bag by the base of tree	Cure Potion	$0.20	o				
Backyard	Bag by the base of tree	Elvish Loyalty Patch (Patch)	$1.00	o			o	
Backyard	Chest inside of purple tent (Fighter)	Warrior's Axe (Melee)	$5.00	o	o		o	
Backyard	Chest inside of purple tent (Mage)	Ice Wand (Melee)	$4.80	o	o		o	
Backyard	Chest inside of purple tent (Thief)	Poignard (Melee)	$5.20	o	o		o	
Backyard	Chest inside of purple tent (Jew)	Izmel of the Faithful (Melee)	$4.00	o	o		o	
Backyard	Chest inside of purple tent	Power Potion	$0.40	o				
Backyard	Chest inside of purple tent	Cash	$1.00	o				
Kitchen	Cabinet under microwave	Health Potion (Large)	$1.00	o				
Kitchen	Sink cabinet	Spoon	$0.10					
Kitchen	Sink cabinet	Fork	$0.10					
Kitchen	Sink cabinet	Pubes	$0.05					
Kitchen	Fridge	Cure Potion	$0.20	o				
Kitchen	Fridge	Power Potion	$0.40	o				
Kitchen	Fridge	Ice Cube (Strap-on)	$1.00	o			o	
Living Room	Desk with Hebrew sign	Cash	$0.75	o				
Living Room	Desk with Hebrew sign	Dreidel	$0.30					
Living Room	Desk with Hebrew sign	Popcorn Necklaces	$0.25					
Living Room	Desk with Hebrew sign	Macaroni Pictures	$0.30					
Hallway	Desk under family portrait	Sidelocks (Makeup)	$0.40	o			o	
Hallway	Desk under family portrait	The Poop that Took a Pee	$0.60					
Kyle's Bedroom	Nightstand	Underpants	-	o		o		
Kyle's Bedroom	Nightstand	Cash	$2.00	o				
Kyle's Bedroom	Nightstand	Health Potion (Small)	$0.20	o				
Kyle's Bedroom	Dresser	Torn Cloak Fragment	$0.30					
Kyle's Bedroom	Dresser	Cyborg Bill Action Figure	$0.60					
Kyle's Bedroom	Dresser	Jew Scout Guide	$0.30					
Parents' Bedroom	Dresser under mirror	Canadian Adoption Papers	$0.30					
Parents' Bedroom	Dresser under mirror	Cash	$0.15	o				
Parents' Bedroom	Dresser under mirror	Broflovski Garage Key	-	o		o		
Parents' Bedroom	Nightstand under Kyle's picture	Cash	$1.05	o				
Parents' Bedroom	Nightstand under Kyle's picture	"What Are These Changes?" VHS	$0.40					
Parents' Bedroom	Large Dresser	Cure Potion	$0.20	o				
Parents' Bedroom	Large Dresser	Barbarian Wig (Hair)	$0.40	o			o	
Bathroom	Sink cabinet	Acne (Makeup)	$0.40	o			o	
Bathroom	Sink cabinet	Ike's Chewing Tobacco	$0.50					
Bathroom	Sink cabinet	Pubes	$0.05					
Bathroom	Dresser with potted plant	Soap on a Rope	$0.40					
Bathroom	Dresser with potted plant	Cash	$0.10	o				
Bathroom	Dresser with potted plant	Mr. Hankey Construction Set	$0.70					
Garage	On the floor	Stegmata (Chinpokomon)	-	o	o			
Garage	Red chest in the back	Kyle's Muttonchops (Facial Hair)	$0.40	o			o	
Garage	Red chest in the back	Small Magnet (Patch)	$2.00	o			o	

Kyle tries to convince you that Cartman is out of his mind. He claims that Cartman is hiding the Stick of Truth to keep the feud between humans and elves going. The Elf King asks that you still recruit the Goth Kids, but report back to him instead of Cartman.

Tip

The gnome bag in Kyle's Backyard and the chest inside the tent hold class-specific items. For example, if you were playing a Thief, you would only find the Assassin's Dagger in the gnome bag, along with the Elven Archer Patch since it isn't a class-specific item.

Go speak with the Goth Kids decked out in your black. They approve of your look but still think you're a conformist. The Goths hand you a "Fuck the Conformists" sign to go tape to the PTA table in the middle of their meeting. Do that and they'll think you're cool.

Taco Troubles

New Quest: PTA Problems

SPOILER ALERT!

Quest Breakdown
Step 1: Plant the "Fuck the Conformists" sign on the PTA table.
Step 2: Meet Randy in the bathroom.
Step 3: Learn the Sneaky Squeaker.
Step 4: Sneak into the Taco Bell site.
Step 5: Defeat the Nazi Zombie.
Step 6: Get the Recording Device from the conference room.
Step 7: Return the Tape Recorder to the PTA.

After the elves let you go, shuffle over to the Community Center on South Park's west side. The whole town is in an uproar about the new Taco Bell site and there's a big PTA meeting to discuss what to do about it.

You carry your anti-conformist sign through the crowd…and nobody notices. After the meeting breaks up, place the sign on the PTA table. Randy intercepts you and calls you into the bathroom for a private chat. Yo, get your mind out of the gutter. Randy may be weird, but he's not that kind of weird.

The Sneaky Squeaker

> **"Kee ya! You call that farting on someone? You missed by a mile. Try again."**
>
> **—Randy Marsh**

Okay, so it's a little weird that Randy's in a karate suit in the bathroom. Ignore that minor point and concentrate on what he has to tell you about your new farting technique: the Sneaky Squeaker.

When Mr. Mackey unzips at the urinal, try out your new distraction fart. If you can get Mackey to drip, you've mastered the Sneaky Squeaker. Now you'll be able distract opponents and get them to move positions—very useful for sneaking by enemies when you don't want to be seen. While Mackey's indispposed, loot his ass before taking off. Chinpokomon (Gophermon) is found inside of the last bathroom stall.

Yo Quiero Taco Bell!

> **"Look, it—it's a simple question. If this is gonna be a HUGE Taco Bell, WILL it serve enchiritos? I think we have a right to know—BLARGH!"**
>
> **—Townsperson**

Randy suggests you check out the Taco Bell site—you know, the one with the big UFO sticking out of ground—so motor up to the north side of town. The government is already camped out waiting for their chalupas.

The two military guards won't let you just stroll right in. Use your new Sneaky Squeaker to distract the guards. When they step forward to smell who dealt it, slip behind them and through the barricade.

Loot Table: Taco Bell Facility

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Front Gate	Terrance & Phillip backpack in van	Glowing Crystal Fragment	$0.25					
Front Gate	Terrance & Phillip backpack in van	Destroyed Laser Pistol	$1.00					
Front Gate	Terrance & Phillip backpack in van	Revive Potion	$0.60	o				
Front Gate	Terrance & Phillip backpack in van	Moon Rock (Strap-on)	$2.00	o			o	
Front Gate	Chest on rooftop	Stone Hammer (Melee)	$17.00	o	o		o	
Front Gate	Chest on rooftop	Rusty Pipe	$0.25					
Facility Interior	Loot - Nazi Zombie	Pentagram Patch (Patch)	$1.00	o			o	
Facility Interior	Loot - Nazi Zombie	Cash	$0.50	o				
Facility Interior	Loot - Nazi Zombie	Power Potion	$0.40	o				
Facility Interior	Loot - Nazi Zombie	Armband	$0.30					
Facility Interior	Loot - Nazi Zombie	Armband	$0.30					
Facility Interior	SWAT team member on the right	SWAT Vest (Body)	$10.00	o	o		o	
Facility Interior	SWAT team member on the right	Cash	$0.75	o				
Facility Interior	SWAT team member on the right	Screwdriver	$0.30					
Facility Interior	SWAT team member on the right	Fork	$0.10					
Facility Interior	SWAT team member on the left	SWAT Tactical Gloves (Hands)	$4.00	o	o		o	
Facility Interior	SWAT team member on the left	SWAT Armored Headgear (Head)	$7.00	o	o		o	
Facility Interior	SWAT team member on the left	Cash	$0.75	o				
Facility Interior	SWAT team member on the left	Power Potion	$0.40	o				
Facility Interior	SWAT team member on the left	USB Drive	$0.50					
Conference Room	Cabinet on right side of room	Cash	$1.10	o				
Conference Room	Cabinet on right side of room	USB Drive	$0.50					
Conference Room	Cabinet on right side of room	Tesla Coil (Strap-on)	$2.00	o			o	
Conference Room	Cabinet on left side of room	Strength Potion	$0.40	o				
Conference Room	Cabinet on left side of room	Armband	$0.30					
Conference Room	Cabinet on left side of room	Flat Top Wig (Hair)	$0.40	o			o	
Conference Room	On top of cabinet on left side of room	Gunrilla (Chinpokomon)	-	o	o			
Conference Room	On table	Recording Device	-	o		o		

One more guard stands watch at the facility entrance. Carefully walk over and power up the generator beside the truck. The loose wires electrify the nearby puddle.

Use your Sneaky Squeaker to lure the guard out until he steps in the puddle. That takes him out. If you get caught by any of the guards, you must restart at the front of the site.

The doors to the military facility are locked. You can find some loot inside the CIA truck with the Taco Bell sign slapped on its side, then use your alien probe to teleport atop the roof. Open the bag under the satellite dish for the **Stone Hammer** and **Rusty Pipe**.

Nazi Zombie Apocalypse

You sneak into the facility through the roof air vent and listen in on the government's plans for South Park. The military is trying to contain a strange, toxic goo that turns anything it touches into Nazi Zombies. We haven't ruled out the guacamole yet.

The Nazi Zombie escapes and chews up the military guards. It's up to you to stop the threat. After you spill the Nazi's guts, collect the SWAT Armor set (SWAT Vest, SWAT Tactical Gloves, SWAT Armored Headgear) from the two guards before entering the conference room. Grab the **Tape Recorder** from the table. It incriminates the government in a plot to nuke all of South Park destroy the contamination and deny hungry citizens any tacos.

PTA Solutions

Nazi Zombies are now on the loose. Fight the Nazi Zombies in front of the military facility to break free. Return to the Community Center and hand the Recording Device over to the PTA. Randy's so excited that his conspiracy theories have been justified that he snaps a photo of you with your "Fuck the Conformists" sign in front of the PTA. You now have the proof you need to befriend the Goth Kids.

Return to the Goth Kids behind the school. Notice that the zombie contagion has spread. Zombies have invaded town like hobby nerds at a cosplay convention. If you feel like it, you can interrupt zombies munching on random citizens for extra experience and loot.

Goth Grooves

The Goths are impressed, but they're not convinced that you have what it takes to sit on the school steps all day and philosophize about death. You must also dance like a Goth. As the dance mini-game plays, press the corresponding colored buttons as the icons scroll up to the burning cigarette timer. Don't spaz out and you're in!

Caution

There's no turning back now. After recruiting the Goth Kids, you must ally with a faction: Cartman's humans or Kyle's elves. Your choice affects what happens during the "Attack the School" quest.

Taco Troubles

New Quest: Attack the School (Cartman)

“Everyone gatheraround! While the rest of you have been picking your respective arses, Sir Douchebag has gone out and brought help to our kingdom.”

—Cartman

SPOILER ALERT!

Quest Breakdown

Step 1: Return to Cartman at Kupa Keep.
Step 2: Climb the tower and call the Goth Kids.
Step 3: Command Butters to get Hair Flip to open the “Faculty Only” door in back of the school.
Step 4: Get to the cafeteria.
Step 5: Breach the cafeteria defenses.
Step 6: Use the air vent to reach the basement door.
Step 7: Defeat the Nazi Zombies in the basement.
Step 8: Break through the barricade in the lobby.
Step 9: Defeat Stan.
Step 10: Clear the upstairs hallway.
Step 11: Confront Kyle in the fourth-grade classroom.
Step 12: Defeat Kyle.
Step 13: Realize you’ve been duped.
Step 14: Go after the Ruler of Darkness.

Note

If you return to Kupa Keep and speak to Cartman after recruiting the Goth Kids, you begin the human version of the “Attack the School” quest. If you don’t want to side with Cartman, speak with Kyle in his backyard.

Now’s the time to choose between Cartman (humans) and Kyle (elves). This version of the quest assumes you choose to side with Cartman. After the Wizard King congratulates you on your friend-making skills, climb the tower to the left and search for a good cell signal. Call the Goth Kids to Kupa Keep for the big raid on the school.

Note

Your worthy deeds have earned you a new title: Commander.

“Get in there and break some shit.”
—Pete

Butters charges in and explains he intercepted a Twitter message—er, he shot down one of the elves’ message ravens—and the evil Elf King has the Stick of Truth hidden in his desk at school. You race off to the school to take your revenge on the elven scum.

The elves have barricaded the front door. Well, since you can’t penetrate the front, try a rear entry. You need to have the School Kitchen Key to open the back door, and Pete has it. Command Butters to heal Pete and he’ll open the door, then duck inside once Pete does.

You enter a trashed kitchen, and Kyle’s voice pipes in over the intercom. He says that you’re fighting for a tyrant and you have to free yourself from his control. Light the stove and then step back and use Cup-a-Spell to blow open the stove door and shoot out the **Chinpokomon (Donkeytron)** inside. Also, snag the loot in the kitchen cabinet, the book bag, and on the elf body before you move closer to the cafeteria.

The cafeteria serving line is in worse shape than lunch after sloppy joes, but at least it’s deserted. Loot behind the serving area and inside the trash heap to the right of the serving area for additional loot, including Chef’s Old P.O. Box Key.

“When I close my eyes I see my friends’ screaming faces. AGH!”
—Tweek

Enter the cafeteria and stay to the right side as you collect loot from bodies, including the Basketball.. Search for the **Flame Patch** behind the lunch menu on the ground to the far right.

Tip

Raid the Snappy Snacks vending machine in the cafeteria to stock up on consumables.

Two elves man a fire hose at the barricade to the left. Shoot the pipe above the head of the far elf to cut off the hose's water supply and spill a pool at the elves' feet. Next, shoot the hanging light; the live wires will drop to the ground and fry the two elves before you can say, "Crispy Keeblers."

One Elven Bruiser defends the area past the fire hose. He may have a lot of hit points, but the two of you can easily make him look as silly as a 100-pound geek sumo wrestling.

"Attention Fatass. The entire school is fortified against you. Surrender now and your crappy army will be spared."

—Kyle

Destroy the next barrier with a fiery Cup-a-Spell, or bypass it through the destructible air vent in the wall. Three elves—an Elven Protector, Elven Archer, and Elven Priest—attack you as you pass through the barrier. Snack during each round to keep your hit points high, and tag team on the Priest first with ranged attacks, then the Archer, then the Protector. Loot the Necromancer Gloves off the enemies behind the barricade.

Note

You can also bypass the hall barricade by using the air vent. See the "Attack the School (Kyle)" section for details.

Give 'em the Shaft

Exit the cafeteria through the doors that you used the Gold Key on when you broke Craig out of detention. You're back in the hallway leading to the lobby. To take the elves by surprise, shoot the air vent at the corner and it will swing open. Use your alien probe to teleport up into the air duct.

"Commander Douchebag, we're still blocked out here. I'm authorizing the use of deadly force. Flank that barricade!"

—Cartman

Rabid Rats and a Giant Rat will nip at your heels in the duct. Cheese them with your special attacks and a whack or two of your damage-spewing weapon. You can also lure the rat into the mousetrap with your Sneaky Squeaker.

Crawl through the duct and leave via the gaping hole in the corner. Take out your ranged weapon and shoot the wire holding the ceiling light. It drops like an anchor and crushes the elf directly below.

Tip

There's a hidden duffel bag in the front right corner of the area. Raid it for a Mana Potion, Health Potion (Large), and the South Park Cows Patch.

Before you descend to the basement door, pull out your alien probe and aim at the robotic eye attached to the far pipe. Teleport up to the silver pipe overhead and retrieve the **Snowball Patch** from the bag.

Drop on the last drow. The one Elven Protector has about as much chance of beating the two of you as a non-Grail bunny surviving dinner time in a lion cage.

"AHGHGGH! Somehow that green goo makes ginger hallway monitors even lamer!"

—Cartman

Use the basement door to descend to the lower level. Cartman and the crew join you as you discover that the hall monitors have been infected with the green zombie goo.

Your first basement battle lets you know things are going to be tough down here. The Nazi Zombie Kommandant is a hefty foe, and his two Nazi Zombie Ginger Corruptor pals are no slouches either. Lobotomize the Corruptors first; you don't want to get hit by three attacks a round. Once you isolate the Kommandant, snack on a Health Potion after each of the enemy's hits to recover enough HP to survive enough rounds until he's kaput. Loot the **Hammer of Smiting** off the really dead Kommandant.

Take the next basement door to the tunnel section coated with spots of green goo on the floor. Climb the ladder to the upper section.

Shoot the pipe valve to shut off the steam and then smash open the vent to the right of the pipe. Open the nearby toolbox for extra loot.

Squeeze through the air duct till you reach the panel to the right. Smash open the vent so that it drops and crunches one of the Nazi Zombies below. Shoot the electrical panel so that it catches on fire above the third zombie's head and use Cup-a-Spell to ignite the electrical panel and roast the patrolling enemy when he's below it.

Caution

You can't cross the electrified puddle until you shut off the generator.

Head back down the ladder to the first level. Smash the steam pipe and cross through it to bypass the green goo. Shatter the pallet in front of the gate.

Pull the lever on the generator to shut off the electricity. Cross the puddle and attack the Nazi Zombie Ginger Defilers. They're armed with kick-ass rulers, so if you want to avoid getting beaten within inches of your life, concentrate back-to-back special abilities on a single Defiler and remove him from the equation quickly. The second Defiler will soon follow. Grab the **Necromancer Robes** off the Nazi Zombie Gingers.

Hey, you still reading? It took us a long-ass time to figure out how to get through that mess in the basement. Hopefully you're still breathing 'cause it's clear sailing now until you get to the lobby.

Note

The Boiler Room holds the Mutant Bacteria, which you can lure out if you're on the "Big Game Huntin' with Jimbo" side quest.

What's Growing in the Boiler Room?!?

Visit the boiler room before you depart the tunnel section. Sift through the toolbox for more loot and stop by the work table for a disturbing sight. Petri dishes with the names of all your friends wait for some sort of unspeakable experiment—oh, and there's green goo growing in the one without a name. It's definitely not spinach dip.

Head toward the basement exit, but smash through the pallet beside the stairs first. Score the **Battery Label** and other loot in the duffel bag under the stairs.

“You think they’re dead? Kinda don’t wanna know.” —Henrietta Biggle

You come up in an already-ransacked hallway. Examine the bodies for more loot and cross to the door leading into the lobby.

The elves have fortified the lobby with stacked books, piled chairs—and a flaming catapult. Stan will launch flaming bags of poop down on you while you figure out how to get through the barricade. You can’t smash through it; you have to go around it.

Look up for a robotic eye hanging from the balcony. Use your alien probe to teleport you atop the balcony and away from the catapult’s fireballs.

Snag the loot out of the book bag on the left side of the balcony, then slide down the jump rope hanging down off the right side.

“Son of a...” —Stan

Goad Stan into launching a flaming bag in front of the wooden barricade on the right side of the elven defenses. Quickly do Cup-a-Spell and waft the gas over so that it crosses through the flames and explodes the wooden barricade.

Put a hurt on the elves at the barricade. Depending on how well you’ve used your Cup-a-Spell, you might be down to an Elven Protector and Elven Priest by the time you fight. If that’s the case, paste them.

Stan flees to the next room when you stamp down his support. Leave him for now and man the catapult. Fire a load at the front door barricade and watch it catch on fire.

“Don’t underestimate Stan. He’s killed me a bunch of times.”

—Craig

Cup-a-Spell on the fiery barricade and it explodes. Your reinforcements pour in and secure the area. Craig opens the main door for you so that you can follow Stan.

Unman Stan

It’s a showdown with Stan before you can reach the stairs to the second floor. Stan calls in Sparky, his vicious attack dog, which loves nothing better than to hump your leg. Concentrate both your attacks on Sparky and put him down first. Stan has a lot of hit points, but if you snack after each round, you can keep your hit points high enough to outlast him.

Pull the **Slashing Blade of the Ranger** from defeated Stan’s unconscious fingers and upgrade if it’s an improvement. Raid the other bodies in the area before heading upstairs.

Fight to the Fourth Grade

Three elves—an Elven Protector, Elven Bruiser, and an Elven Priest—surround Tweek in the upstairs hallway. Tweek’s hands can’t match his quick tongue, so you’re going to have to help out. The Bruiser is easier to paste than the Protector; hit the Bruiser with nonstop attacks until he’s down, then switch to the Protector or the Priest with ranged attacks. Snack as necessary to keep HP high, and break out the special abilities, especially if you can waste multiple enemies with one big attack. Pick up the **Necromancer Hood** from the downed enemies. Shoot Pterdaken in the locker on the right to add it to your collection before you leave the area.

Break through the defenses to the fourth- and fifth-grade hallways. The rest of your group joins you as you prepare for the final assault. Before you use the fourth-grade door, enter the fifth-grade classroom and open the sink cabinet for extra loot. Interact with Lemmiwinks to friend him. This is your only chance to do so.

“Alright Kyle…You fuckin’ asked for it…Go ahead and kick his ass, Douchebag.”

—Cartman

Open the door to burst in on Kyle. He tries to convince you that you’ve chosen the wrong side, but you won’t have any of his elven lies. Loot the file cabinet and chest prior to battle. After you're asked to choose sides, give Kyle a whack to initiate combat.

Before you throw the first punch, be sure to loot the file cabinet and the treasure chest.

Tip

You have one last chance to change sides. If you want to attack Cartman in the fourth grade classroom, you still can before you whack Kyle.

Don't let Kyle kill you in one attack! He has a few strong attacks, and you must Perfect Block as often as you can to reduce damage. Snack after each round to keep your hit points near full to better survive Kyle's barrage. Steadily hack away at Kyle's HP until you plant his thorny crown in the ground.

With Kyle's defeat, Cartman orders the Goth Kids to retrieve the Stick of Truth from the inside of Kyle's desk. Except, fourth grade desks don't have insides.

"Oh, Clyde's out playing in the backyard with his little friends."
—Clyde's Dad

They do find, however, writing on Clyde's desk that leads the group to Clyde's locker. Pissed after being banished from all time and space, Clyde has taken on the mantle of Ruler of Darkness.

During all the chaos at the school, Clyde stole the Stick of Truth. Even worse, he has created an army of Nazi Zombies with a barrel of the green goo that fell from the heavens.

You immediately charge over to Clyde's house. His dad, clueless, lets you into the backyard, where Clyde's fortress holds his entire army of darkness—locals converted to Nazi Zombies by the green goo.

Saved by the Stotches

Before you can throw down with an army of darkness, Butters' parents crash the backyard and order Butters to bedtime. Clyde's dad calls Clyde back in too, and the rest of you realize you're screwed if you don't hightail it back home right away. Here's to another good night's sleep.

Note

The following loot table is for when you side with Cartman. If you side with Kyle, you'll find the bodies of the opposite side around the school with appropriate loot. Elves will be replaced with Humans, and Humans with Elves. The exchange for the two factions is usually as follows: Shattered Arrows = Jump Ropes; Elf Ear = Torn Bed Sheet and Slingshot; Torn Elf Cloak Fragment = Battered Shield

Loot Table:School (Side with Humans)

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Loading Dock	Dead kid near gate	Cash	$0.25	o				
Loading Dock	Dead kid near gate	Shattered Arrow	$0.35					
Loading Dock	Dead kid near window	The Poop that Took a Pee	$0.60					
Loading Dock	Dead kid near window	Shattered Arrow	$0.35					
Loading Dock	Dead kid near window	Elf Ear	$0.50					
Loading Dock	Dead kid near dumpster	Health Potion (Small)	$0.20	o				
Loading Dock	Dead kid near dumpster	Shattered Arrow	$0.35					
Loading Dock	Dead kid near dumpster	Toy Car	$0.15					
Loading Dock	Dead kid near stairs	Cash	$0.25	o				
Loading Dock	Dead kid near stairs	Shattered Arrow	$0.35					
Loading Dock	Dead kid near Henrietta	Cash	$0.25	o				
Loading Dock	Dead kid near Henrietta	Shattered Arrow	$0.35					
Loading Dock	Dead kid near Michael	Cash	$0.25	o				
Loading Dock	Dead kid near Michael	Shattered Arrow	$0.35					
Kitchen	Inside of oven (use Cup a Spell)	Donkeytron (Chinpokomon)	-	o	o			
Kitchen	Cabinet under microwave	Speed Potion	$0.40	o				
Kitchen	Cabinet under microwave	Spoon	$0.10					
Kitchen	Cabinet under microwave	Cafeteria Fraiche	$0.15					
Kitchen	Cabinet under microwave	Fish Sticks	$0.30					
Kitchen	Terrance & Phillip Backpack	Cash	$0.50	o				
Kitchen	Terrance & Phillip Backpack	School Book	$0.40					
Kitchen	Terrance & Phillip Backpack	Marker	$0.10					
Kitchen	Dead kid	Health Potion (Small)	$0.20	o				
Kitchen	Dead kid	Shattered Arrow	$0.35					
Kitchen	Dead kid	Torn Cloak Fragment	$0.30					
Lunch Line	Fridge	Power Potion	$0.40	o				
Lunch Line	Fridge	Fish Sticks	$0.30					
Lunch Line	Pantry behind piles of trash	Health Potion (Small)	$0.20	o				
Lunch Line	Pantry behind piles of trash	Health Potion (Small)	$0.20	o				
Lunch Line	Pantry behind piles of trash	Chef's Skewer (Strap-on)	$1.40	o			o	
Lunch Line	Pantry behind piles of trash	Chef's Old PO Box Key	-	o		o		
Lunch Line	Terrance & Phillip Lunchbox	Strength Potion	$0.40	o				

Lunch Line	Terrance & Phillip Lunchbox	Fork	$0.10			
Cafeteria	Behind the lunch menu	Flame Patch (Patch)	$1.00	o		o
Cafeteria	Dead kid near trashcan	Basketball (Ranged)	$3.00	o	o	o
Cafeteria	Dead kid near trashcan	Mana Potion (Small)	$0.30	o		
Cafeteria	Dead kid near trashcan	Cash	$0.50	o		
Cafeteria	Dead kid near trashcan	Empty Glue Bottle	$0.05			
Cafeteria	Dead kid near trashcan	Safety Scissors	$0.20			
Cafeteria	Dead kid under table (left)	Cash	$0.25	o		
Cafeteria	Dead kid under table (left)	Toy Car	$0.15			
Cafeteria	Dead kid under table (left)	Torn Bed Sheet	$0.20			
Cafeteria	Dead kid under table (left)	Fractured Slingshot	$0.30			
Cafeteria	Dead kid under table (right)	Terrance Action Figure	$0.30			
Cafeteria	Dead kid under table (right)	Video Game	$0.80			
Cafeteria	Dead kid under table (right)	Marker	$0.10			
Cafeteria	Dead kid under table (right)	Water Balloon	$0.30	o		
Cafeteria	Loot - Elven Bruiser	Boxing Badge (Patch)	$1.50	o		o
Cafeteria	Loot - Elven Bruiser	Cash	$0.50	o		
Cafeteria	Loot - Elven Bruiser	Mana Potion (Small)	$0.30	o		
Cafeteria	Loot - Elven Bruiser	Strength Potion	$0.40	o		
Cafeteria	Loot - Elven Bruiser	Toy Truck	$0.20			
Cafeteria	Loot - Elven Bruiser	The Poop that Took a Pee	$0.60			
Cafeteria	Loot - Elven Priest	Necromancer Gloves (Hands)	$7.00	o	o	o
Cafeteria	Loot - Elven Priest	Cash	$0.50	o		
Cafeteria	Loot - Elven Priest	Cure Potion	$0.20	o		
Cafeteria	Loot - Elven Priest	Terrance Action Figure	$0.30			
Cafeteria	Loot - Elven Priest	Baseball Card	$0.10			
Hallway Vent	Loot - Giant Rat	Claw Marks (Makeup)	$0.40	o		o
Hallway Vent	Loot - Giant Rat	Cash	$0.25	o		
Hallway Vent	Loot - Giant Rat	Needle-sharp Fang	$0.15			
Hallway Vent	Loot bag	South Park Cows Patch (Patch)	$2.00	o		o
Hallway Vent	Loot bag	“What Happened To My School?”	$1.00			
Hallway Vent	Loot bag	Calculator	$0.60			
Hallway Vent	Loot bag	Mana Potion	$1.00	o		
Hallway Vent	Loot bag	Health Potion (Large)	$1.00	o		
Hallway Vent	Loot bag	Strength Potion	$0.40	o		
Hallway Vent	Loot bag on pipe	Snowball Patch (Patch)	$1.00	o		o
Hallway after Cafeteria	Locker behind barricade	Power Potion	$0.40	o		
Hallway after Cafeteria	Locker behind barricade	Cash	$0.25	o		
Hallway after Cafeteria	Locker behind barricade	Toy Car	$0.15			
Hallway after Cafeteria	Locker behind barricade	Toy Truck	$0.20			
Hallway after Cafeteria	Locker behind barricade	Health Potion (Small)	$0.20	o		
Basement	Loot - Nazi Zombie Kommandant	Daywalker’s Patch (Patch)	$1.00	o		o
Basement	Loot - Nazi Zombie Kommandant	Cash	$0.50	o		
Basement	Loot - Nazi Zombie Kommandant	Armband	$0.30			
Basement	Loot bag under stairs	Cash	$1.50	o		

Basement	Loot bag under stairs	Rock Candy Wrapper (Patch)	$2.00	o		o
Basement	Loot bag under stairs	Revive Potion	$0.60	o		
Basement	Loot bag under stairs	Mana Potion	$1.00	o		
Tunnels	Red toolbox on catwalk	Cash	$1.50	o		
Tunnels	Red toolbox on catwalk	Health Potion (Large)	$1.00	o		
Tunnels	Red toolbox on catwalk	Mana Potion	$1.00	o		
Tunnels	Red toolbox on catwalk	Screwdriver	$0.30			
Tunnels	Red toolbox on catwalk	No. 2 Pencil	$0.05			
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (1)	Necromancer Robes (Body)	$15.00	o	o	o
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (1)	Cash	$2.00	o		
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (1)	Cure Potion	$0.20	o		
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (1)	Bottle of Sunscreen	$0.20			
Tunnels	Loot - Nazi Zombie Ginger Oberleutnant	Zombie Flesh (Makeup)	$0.40	o		o
Tunnels	Loot - Nazi Zombie Ginger Oberleutnant	Cash	$0.60	o		
Tunnels	Loot - Nazi Zombie Ginger Oberleutnant	Health Potion (Small)	$0.20	o		
Tunnels	Loot - Nazi Zombie Ginger Oberleutnant	Armband	$0.30			
Tunnels	Loot - Nazi Zombie Ginger Oberleutnant	Sunbrella	$0.40			
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (2)	Zombie Flesh (Strap-on)	$0.40	o		o
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (2)	Cash	$0.90	o		
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (2)	Armband	$0.30			
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (2)	GSM Button	$0.05			
Tunnels	Loot bag under the exit	Battery label (Patch)	$1.00	o		o
Tunnels	Loot bag under the exit	Cash	$2.00	o		
Tunnels	Loot bag under the exit	No. 2 Pencil	$0.05			
Tunnels	Loot bag under the exit	Marker	$0.10			
Boiler Room	Red toolbox	Cash	$0.60	o		
Boiler Room	Red toolbox	Empty Glue Bottle	$0.05			
Boiler Room	Red toolbox	Screwdriver	$0.30			
Boiler Room	Red toolbox	No. 2 Pencil	$0.05			
Hallway after Basement	Dead kid in front of door	Cash	$1.00	o		
Hallway after Basement	Dead kid in front of door	School Book	$0.40			
Hallway after Basement	Dead kid in front of door	Highlighter	$0.08			
Hallway after Basement	Dead kid in front of overturned chair	Mana Potion	$1.00	o		
Hallway after Basement	Dead kid in front of overturned chair	Calculator	$0.60			
Hallway after Basement	Dead kid in front of overturned chair	Battered Shield	$0.35			
Hallway after Basement	Dead kid in front of overturned chair	Torn Bed Sheet	$0.20			
Hallway after Basement	Dead kid in front of overturned chair	Fractured Slingshot	$0.30			
Hallway after Basement	Dead kid in front of Bull-etins Board	Cash	$0.35	o		
Hallway after Basement	Dead kid in front of Bull-etins Board	No. 2 Pencil	$0.05			
Hallway after Basement	Dead kid in front of Bull-etins Board	Video Game	$0.80			

Hallway after Basement	Dead kid in front of Bull-etins Board	Strength Potion	$0.40	o		
Hallway after Basement	Dead kid in front of Bull-etins Board	Power Potion	$0.40	o		
Hallway after Basement	Locker next to Principal’s Office	Clover Facepaint (Makeup)	$0.40	o		o
Hallway after Basement	Locker next to Principal’s Office	Stupid Spoiled Whore Doll	$0.20			
Hallway after Basement	Locker next to Principal’s Office	Charm Bracelet	$0.15			
Hallway after Basement	Locker next to Principal’s Office	Girls’ List	$0.15			
Hallway after Basement	Locker next to exit	Cash	$0.35	o		
Hallway after Basement	Locker next to exit	Phillip Action Figure	$0.30			
Hallway after Basement	Locker next to exit	“What Happened To My School?”	$1.00			
Hallway after Basement	Locker next to exit	Turd Sandwich Ballot	$0.15			
Lobby	Terrance & Phillip bag on upper walkway	Health Potion (Small)	$0.20	o		
Lobby	Terrance & Phillip bag on upper walkway	Cure Potion	$0.20	o		
Lobby	Terrance & Phillip bag on upper walkway	Mana Potion (Small)	$0.30	o		
Lobby	Terrance & Phillip bag on upper walkway	Empty Glue Bottle	$0.05			
Lobby	Terrance & Phillip bag on upper walkway	Marker	$0.10			
Miniboss Hall	Loot - Stan	Slashing Blade of the Ranger (Melee)	$9.00	o	o	o
Miniboss Hall	Loot - Stan	Sword Patch (Patch)	$2.00	o		o
Miniboss Hall	Loot - Stan	Cash	$1.25	o		
Miniboss Hall	Loot - Stan	Health Potion (Large)	$1.00	o		
Miniboss Hall	Loot - Stan	Mana Potion	$1.00	o		
Miniboss Hall	Loot - Stan	Terrance Action Figure	$0.30			
Miniboss Hall	Loot - Stan	Video Game	$0.80			
Miniboss Hall	Dead kid near water fountain	Health Potion (Large)	$1.00	o		
Miniboss Hall	Dead kid near water fountain	Cash	$0.60	o		
Miniboss Hall	Dead kid near water fountain	Power Potion	$0.40	o		
Miniboss Hall	Dead kid near water fountain	Elf Ear	$0.40			
Miniboss Hall	Dead kid near water fountain	Torn Cloak Fragment	$0.30			
Miniboss Hall	Dead kid near the stairs	Cure Potion	$0.20	o		
Miniboss Hall	Dead kid near the stairs	Cash	$0.50	o		
Miniboss Hall	Dead kid near the stairs	Power Potion	$0.40	o		
Miniboss Hall	Dead kid near the stairs	Torn Cloak Fragment	$0.30			
Hallway at top of Stairs	Dead kid in front of “Go Cows!” lockers	Health Potion (Large)	$1.00	o		
Hallway at top of Stairs	Dead kid in front of “Go Cows!” lockers	Shattered Arrow	$0.35			
Hallway at top of Stairs	Dead kid in front of “Go Cows!” lockers	Elf Ear	$0.50			
Hallway at top of Stairs	Locker under “Go Cows” banner	Moon Facepaint (Makeup)	$0.40	o		o
Hallway at top of Stairs	Locker under “Go Cows” banner	Cash	$0.50	o		
Hallway at top of Stairs	Locker under “Go Cows” banner	Boy Band Photo	$0.10			
Hallway at top of Stairs	Locker under “Go Cows” banner	Charm Bracelet	$0.15			
Hallway at top of Stairs	Locker under “Go Cows” banner	Girls’ List	$0.15			
Hallway at top of Stairs	Locker under “Go Cows” banner	Mana Potion	$1.00	o		
Hallway at top of Stairs	Loot - Elven Bruiser	Necromancer Hood (Head)	$10.00	o	o	o
Hallway at top of Stairs	Loot - Elven Bruiser	Cash	$0.50	o		

Hallway at top of Stairs	Loot - Elven Bruiser	Mana Potion (Small)	$0.30	o		
Hallway at top of Stairs	Loot - Elven Bruiser	Shattered Arrow	$0.35			
Hallway at top of Stairs	Loot - Elven Bruiser	Old Baseball Glove	$0.25			
Hallway at top of Stairs	Locker to the right of the stairs	Pterdaken (Chinpokomon)	-	o	o	
Hallway at top of Stairs	Dead kid in front of lockers (1)	Elf Ear	$0.50			
Hallway at top of Stairs	Dead kid in front of lockers (1)	Shattered Arrow	$0.35			
Hallway at top of Stairs	Dead kid in front of lockers (1)	Shattered Arrow	$0.35			
Hallway at top of Stairs	Dead kid in front of lockers (2)	Torn Cloak Fragment	$0.30			
Hallway at top of Stairs	Dead kid in front of lockers (2)	Shattered Arrow	$0.35			
Hallway at top of Stairs	Dead kid in front of lockers (2)	Shattered Arrow	$0.35			
Hallway at top of Stairs	Locker near Boys bathroom	Revive Potion	$0.60	o		
Hallway at top of Stairs	Locker near Boys bathroom	Calculator	$0.60			
Hallway at top of Stairs	Locker near Boys bathroom	Baseball Card	$0.10			
Hallway at top of Stairs	Locker near Boys bathroom	Turd Sandwich Ballot	$0.15			
Hallway at top of Stairs	Locker near Boys bathroom	Falsetto Wig (Hair)	$0.40	o		o
Hallway at top of Stairs	Locker near Preschool classroom	Cash	$0.25	o		
Hallway at top of Stairs	Locker near Preschool classroom	School Book	$0.40			
Hallway at top of Stairs	Locker near Preschool classroom	Safety Scissors	$0.20			
Hallway at top of Stairs	Locker near Preschool classroom	Turd Sandwich Ballot	$0.15			
Hallway at top of Stairs	Locker near Preschool classroom	Preppy Wig (Hair)	$0.40	o		o
Fifth Grade Classroom	Sink cabinet	Tribal Tattoo (Makeup)	$0.40	o		o
Fifth Grade Classroom	Sink cabinet	School Book	$0.40			
Fifth Grade Classroom	Sink cabinet	Turd Sandwich Ballot	$0.15			
Fifth Grade Classroom	Sink cabinet	USB Drive	$0.50			
Fifth Grade Classroom	Large cabinet	Totally Metal Mohawk (Hair)	$0.40	o		o
Fifth Grade Classroom	Large cabinet	Drill Bit (Strap-on)	$1.00	o		o
Fifth Grade Classroom	Large cabinet	Calculator	$0.60			
Fifth Grade Classroom	Large cabinet	Empty Glue Bottle	$0.05			
Fourth Grade Classroom	File cabinet	Health Potion (Small)	$0.20	o		
Fourth Grade Classroom	File cabinet	No. 2 Pencil	$0.05			
Fourth Grade Classroom	File cabinet	Empty Glue Bottle	$0.05			
Fourth Grade Classroom	File cabinet	Highlighter	$0.08			
Fourth Grade Classroom	Treasure chest (Fighter)	Laser Sword (Melee)	$11.00	o	o	o
Fourth Grade Classroom	Treasure chest (Mage)	Star Wand (Melee)	$9.20	o	o	o
Fourth Grade Classroom	Treasure chest (Thief)	Sword Breaker (Melee)	$10.20	o	o	o
Fourth Grade Classroom	Treasure chest (Jew)	Sica Dagger of the Faithful (Melee)	$8.40	o	o	o
Fourth Grade Classroom	Treasure chest	Ninja Sticker (Strap-on)	$3.00	o		o
Fourth Grade Classroom	Treasure chest	Health Potion (Large)	$1.00	o		
Fourth Grade Classroom	Treasure chest	Calculator	$0.60			
Fourth Grade Classroom	Treasure chest	The Poop that Took a Pee	$0.60			

Fourth Grade Classroom	Treasure chest	Mana Potion	$1.00	o				

Loot Table:School (Side with Elves)

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Loading Dock	Dead kid near gate	Cash	$0.25	o				
Loading Dock	Dead kid near gate	Jump Rope	$0.40					
Loading Dock	Dead kid near window	The Poop that Took a Pee	$0.60					
Loading Dock	Dead kid near window	Jump Rope	$0.40					
Loading Dock	Dead kid near window	Fractured Slingshot	$0.30					
Loading Dock	Dead kid near window	Torn Bed Sheet	$0.20					
Loading Dock	Dead kid near dumpster	Health Potion (Small)	$0.20	o				
Loading Dock	Dead kid near dumpster	Jump Rope	$0.40					
Loading Dock	Dead kid near dumpster	Toy Car	$0.15					
Loading Dock	Dead kid near stairs	Cash	$0.25	o				
Loading Dock	Dead kid near stairs	Jump Rope	$0.40					
Loading Dock	Dead kid near Henrietta	Cash	$0.25	o				
Loading Dock	Dead kid near Henrietta	Jump Rope	$0.40					
Loading Dock	Dead kid near Michael	Cash	$0.25	o				
Loading Dock	Dead kid near Michael	Jump Rope	$0.40					
Kitchen	Inside of oven (use Cup a Spell)	Donkeytron (Chinpokomon)	-	o	o			
Kitchen	Cabinet under microwave	Speed Potion	$0.40	o				
Kitchen	Cabinet under microwave	Spoon	$0.10					
Kitchen	Cabinet under microwave	Cafeteria Fraiche	$0.15					
Kitchen	Cabinet under microwave	Fish Sticks	$0.30					
Kitchen	Terrance & Phillip Backpack	Cash	$0.50	o				
Kitchen	Terrance & Phillip Backpack	School Book	$0.40					
Kitchen	Terrance & Phillip Backpack	Marker	$0.10					
Kitchen	Dead kid	Health Potion (Small)	$0.20	o				
Kitchen	Dead kid	Jump Rope	$0.40					
Kitchen	Dead kid	Battered Shield	$0.35					
Lunch Line	Fridge	Power Potion	$0.40	o				
Lunch Line	Fridge	Fish Sticks	$0.30					
Lunch Line	Pantry behind piles of trash	Health Potion (Small)	$0.20	o				
Lunch Line	Pantry behind piles of trash	Health Potion (Small)	$0.20	o				
Lunch Line	Pantry behind piles of trash	Chef's Skewer (Strap-on)	$1.40	o			o	
Lunch Line	Pantry behind piles of trash	Chef's Old PO Box Key	-	o		o		
Lunch Line	Terrance & Phillip Lunchbox	Strength Potion	$0.40	o				
Lunch Line	Terrance & Phillip Lunchbox	Fork	$0.10					
Cafeteria	Behind the lunch menu	Flame Patch	$1.00	o				
Cafeteria	Dead kid near trashcan	Basketball (Ranged)	$3.00	o	o		o	
Cafeteria	Dead kid near trashcan	Mana Potion (Small)	$0.30	o				
Cafeteria	Dead kid near trashcan	Cash	$0.50	o				

Cafeteria	Dead kid near trashcan	Empty Glue Bottle	$0.05			
Cafeteria	Dead kid near trashcan	Safety Scissors	$0.20			
Cafeteria	Dead kid under table (left)	Cash	$0.25	o		
Cafeteria	Dead kid under table (left)	Toy Car	$0.15			
Cafeteria	Dead kid under table (left)	Elf Ear	$0.50			
Cafeteria	Dead kid under table (right)	Terrance Action Figure	$0.30			
Cafeteria	Dead kid under table (right)	Video Game	$0.80			
Cafeteria	Dead kid under table (right)	Marker	$0.10			
Cafeteria	Dead kid under table (right)	Water Balloon	$0.30	o		
Cafeteria	Loot - KKK Soldier	Boxing Badge (Patch)	$1.50	o		o
Cafeteria	Loot - KKK Soldier	Cash	$0.90	o		
Cafeteria	Loot - KKK Soldier	Jump Rope	$0.40			
Cafeteria	Loot - KKK Soldier	Battered Shield	$0.35			
Cafeteria	Loot - KKK Soldier	Torn Bed Sheet	$0.20			
Cafeteria	Loot - KKK Abbot	Necromancer Gloves (Hands0	$7.00	o	o	o
Cafeteria	Loot - KKK Abbot	Cash	$0.50	o		
Cafeteria	Loot - KKK Abbot	Power Potion	$0.40	o		
Cafeteria	Loot - KKK Abbot	Torn Bed Sheet	$0.20			
Cafeteria	Loot - KKK Abbot	Torn Bed Sheet	$0.20			
Hallway Vent	Loot - Giant Rat	Claw Marks (Makeup)	$0.40	o		o
Hallway Vent	Loot - Giant Rat	Cash	$0.25	o		
Hallway Vent	Loot - Giant Rat	Needle-sharp Fang	$0.15			
Hallway Vent	Loot bag	South Park Cows Patch (Patch)	$2.00	o		o
Hallway Vent	Loot bag	“What Happened To My School?”	$1.00			
Hallway Vent	Loot bag	Calculator	$0.60			
Hallway Vent	Loot bag	Mana Potion	$1.00	o		
Hallway Vent	Loot bag	Health Potion (Large)	$1.00	o		
Hallway Vent	Loot bag	Strength Potion	$0.40	o		
Hallway Vent	Loot bag on pipe	Snowball Patch (Patch)	$1.00	o		o
Hallway after Cafeteria	Locker behind barricade	Power Potion	$0.40	o		
Hallway after Cafeteria	Locker behind barricade	Cash	$0.25	o		
Hallway after Cafeteria	Locker behind barricade	Toy Car	$0.15			
Hallway after Cafeteria	Locker behind barricade	Toy Truck	$0.20			
Hallway after Cafeteria	Locker behind barricade	Health Potion (Small)	$0.20	o		
Basement	Loot - Nazi Zombie Kommandant	Daywalker’s Patch (Patch)	$1.00	o		o
Basement	Loot - Nazi Zombie Kommandant	Cash	$0.50	o		
Basement	Loot - Nazi Zombie Kommandant	Armband	$0.30			
Basement	Loot bag under stairs	Cash	$1.50	o		
Basement	Loot bag under stairs	Rock Candy Wrapper (Patch)	$2.00	o		o
Basement	Loot bag under stairs	Revive Potion	$0.60	o		
Basement	Loot bag under stairs	Mana Potion	$1.00	o		
Tunnels	Red toolbox on catwalk	Cash	$1.50	o		
Tunnels	Red toolbox on catwalk	Health Potion (Large)	$1.00	o		
Tunnels	Red toolbox on catwalk	Mana Potion	$1.00	o		
Tunnels	Red toolbox on catwalk	Screwdriver	$0.30			

Tunnels	Red toolbox on catwalk	No. 2 Pencil	$0.05			
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (1)	Necromancer Robes (Body)	$15.00	o	o	o
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (1)	Cash	$2.00	o		
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (1)	Cure Potion	$0.20	o		
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (1)	Bottle of Sunscreen	$0.20			
Tunnels	Loot - Nazi Zombie Ginger Oberleutnant	Zombie Flesh (Makeup)	$0.40	o		o
Tunnels	Loot - Nazi Zombie Ginger Oberleutnant	Cash	$0.50	o		
Tunnels	Loot - Nazi Zombie Ginger Oberleutnant	Health Potion (Small)	$0.20	o		
Tunnels	Loot - Nazi Zombie Ginger Oberleutnant	Armband	$0.30			
Tunnels	Loot - Nazi Zombie Ginger Oberleutnant	Sunbrella	$0.40			
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (2)	Zombie Flesh (Strap-on)	$0.40	o		o
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (2)	Cash	$0.35	o		
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (2)	Armband	$0.30			
Tunnels	Loot - Nazi Zombie Ginger Feldwebel (2)	GSM Button	$0.05			
Tunnels	Loot bag under the exit	Battery label (Patch)	$1.00	o		o
Tunnels	Loot bag under the exit	Cash	$2.00	o		
Tunnels	Loot bag under the exit	No. 2 Pencil	$0.05			
Tunnels	Loot bag under the exit	Marker	$0.10			
Boiler Room	Red toolbox	Cash	$0.60	o		
Boiler Room	Red toolbox	Empty Glue Bottle	$0.05			
Boiler Room	Red toolbox	Screwdriver	$0.30			
Boiler Room	Red toolbox	No. 2 Pencil	$0.05			
Hallway after Basement	Dead kid in front of door	Cash	$1.00	o		
Hallway after Basement	Dead kid in front of door	School Book	$0.40			
Hallway after Basement	Dead kid in front of door	Highlighter	$0.08			
Hallway after Basement	Dead kid in front of overturned chair	Mana Potion	$1.00	o		
Hallway after Basement	Dead kid in front of overturned chair	Calculator	$0.60			
Hallway after Basement	Dead kid in front of overturned chair	Torn Cloak Fragment	$0.30			
Hallway after Basement	Dead kid in front of overturned chair	Elf Ear	$0.50			
Hallway after Basement	Dead kid in front of Bull-etins Board	Cash	$0.35	o		
Hallway after Basement	Dead kid in front of Bull-etins Board	No. 2 Pencil	$0.05			
Hallway after Basement	Dead kid in front of Bull-etins Board	Video Game	$0.80			
Hallway after Basement	Dead kid in front of Bull-etins Board	Strength Potion	$0.40	o		
Hallway after Basement	Dead kid in front of Bull-etins Board	Power Potion	$0.40	o		
Hallway after Basement	Locker next to Principal’s Office	Clover Facepaint (Makeup)	$0.40	o		o
Hallway after Basement	Locker next to Principal’s Office	Stupid Spoiled Whore Doll	$0.20			
Hallway after Basement	Locker next to Principal’s Office	Charm Bracelet	$0.15			
Hallway after Basement	Locker next to Principal’s Office	Girls’ List	$0.15			
Hallway after Basement	Locker next to exit	Cash	$0.35	o		
Hallway after Basement	Locker next to exit	Phillip Action Figure	$0.30			

Hallway after Basement	Locker next to exit	“What Happened To My School?”	$1.00			
Hallway after Basement	Locker next to exit	Turd Sandwich Ballot	$0.15			
Lobby	Terrance & Phillip bag on upper walkway	Health Potion (Small)	$0.20	o		
Lobby	Terrance & Phillip bag on upper walkway	Cure Potion	$0.20	o		
Lobby	Terrance & Phillip bag on upper walkway	Mana Potion (Small)	$0.30	o		
Lobby	Terrance & Phillip bag on upper walkway	Empty Glue Bottle	$0.05			
Lobby	Terrance & Phillip bag on upper walkway	Marker	$0.10			
Miniboss Hall	Loot - Butters (Side with Elves)	Butters’ Hammer of Storms (Melee)	$9.00	o	o	o
Miniboss Hall	Loot - Butters (Side with Elves)	Sword Patch (Patch)	$2.00	o		o
Miniboss Hall	Loot - Butters (Side with Elves)	Cash	$1.25	o		
Miniboss Hall	Loot - Butters (Side with Elves)	Health Potion (Large)	$1.00	o		
Miniboss Hall	Loot - Butters (Side with Elves)	Mana Potion	$1.00	o		
Miniboss Hall	Loot - Butters (Side with Elves)	Phillip Action Figure	$0.30			
Miniboss Hall	Loot - Butters (Side with Elves)	Video Game	$0.80			
Miniboss Hall	Dead kid near water fountain	Health Potion (Large)	$1.00	o		
Miniboss Hall	Dead kid near water fountain	Cash	$0.60	o		
Miniboss Hall	Dead kid near water fountain	Power Potion	$0.40	o		
Miniboss Hall	Dead kid near water fountain	Torn Bed Sheet	$0.20			
Miniboss Hall	Dead kid near water fountain	Battered Shield	$0.35			
Miniboss Hall	Dead kid near water fountain	Fractured Slingshot	$0.30			
Miniboss Hall	Dead kid near the stairs	Cure Potion	$0.20	o		
Miniboss Hall	Dead kid near the stairs	Cash	$0.50	o		
Miniboss Hall	Dead kid near the stairs	Power Potion	$0.40	o		
Miniboss Hall	Dead kid near the stairs	Battered Shield	$0.35			
Hallway at top of Stairs	Dead kid in front of “Go Cows!” lockers	Health Potion (Large)	$1.00	o		
Hallway at top of Stairs	Dead kid in front of “Go Cows!” lockers	Jump Rope	$0.40			
Hallway at top of Stairs	Dead kid in front of “Go Cows!” lockers	Fractured Slingshot	$0.30			
Hallway at top of Stairs	Dead kid in front of “Go Cows!” lockers	Torn Bed Sheet	$0.20			
Hallway at top of Stairs	Locker under “Go Cows” banner	Moon Facepaint (Makeup)	$0.40	o		o
Hallway at top of Stairs	Locker under “Go Cows” banner	Cash	$0.50	o		
Hallway at top of Stairs	Locker under “Go Cows” banner	Boy Band Photo	$0.10			
Hallway at top of Stairs	Locker under “Go Cows” banner	Charm Bracelet	$0.15			
Hallway at top of Stairs	Locker under “Go Cows” banner	Girls’ List	$0.15			
Hallway at top of Stairs	Locker under “Go Cows” banner	Mana Potion	$1.00	o		
Hallway at top of Stairs	Loot - KKK Soldier /	Necromancer Hood (Head)	$10.00	o	o	o
Hallway at top of Stairs	Loot - KKK Soldier /	Cash	$0.50	o		
Hallway at top of Stairs	Loot - KKK Soldier /	Mana Potion (Small)	$0.30	o		
Hallway at top of Stairs	Loot - KKK Soldier /	Jump Rope	$0.40			
Hallway at top of Stairs	Loot - KKK Soldier /	Torn Bed Sheet	$0.20			
Hallway at top of Stairs	Loot - KKK Soldier /	Battered Shield	$0.35			
Hallway at top of Stairs	Locker to the right of the stairs	Pterdaken (Chinpokomon)	-	o	o	

Hallway at top of Stairs	Dead kid in front of lockers (1)	Torn Bed Sheet	$0.20			
Hallway at top of Stairs	Dead kid in front of lockers (1)	Jump Rope	$0.40			
Hallway at top of Stairs	Dead kid in front of lockers (1)	Jump Rope	$0.40			
Hallway at top of Stairs	Dead kid in front of lockers (1)	Fractured Slingshot	$0.30			
Hallway at top of Stairs	Dead kid in front of lockers (2)	Battered Shield	$0.35			
Hallway at top of Stairs	Dead kid in front of lockers (2)	Jump Rope	$0.40			
Hallway at top of Stairs	Dead kid in front of lockers (2)	Jump Rope	$0.40			
Hallway at top of Stairs	Locker near Boys bathroom	Revive Potion	$0.60	o		
Hallway at top of Stairs	Locker near Boys bathroom	Calculator	$0.60			
Hallway at top of Stairs	Locker near Boys bathroom	Baseball Card	$0.10			
Hallway at top of Stairs	Locker near Boys bathroom	Turd Sandwich Ballot	$0.15			
Hallway at top of Stairs	Locker near Boys bathroom	Falsetto Wig (Hair)	$0.40	o		o
Hallway at top of Stairs	Locker near Preschool classroom	Cash	$0.25	o		
Hallway at top of Stairs	Locker near Preschool classroom	School Book	$0.40			
Hallway at top of Stairs	Locker near Preschool classroom	Safety Scissors	$0.20			
Hallway at top of Stairs	Locker near Preschool classroom	Turd Sandwich Ballot	$0.15			
Hallway at top of Stairs	Locker near Preschool classroom	Preppy Wig (Hair)	$0.40	o		o
Fifth Grade Classroom	Sink cabinet	Tribal Tattoo (Makeup)	$0.40	o		
Fifth Grade Classroom	Sink cabinet	School Book	$0.40			
Fifth Grade Classroom	Sink cabinet	Turd Sandwich Ballot	$0.15			
Fifth Grade Classroom	Sink cabinet	USB Drive	$0.50			
Fifth Grade Classroom	Large cabinet	Totally Metal Mohawk (Hair)	$0.40	o		o
Fifth Grade Classroom	Large cabinet	Drill Bit (Strap-on)	$1.00	o		o
Fifth Grade Classroom	Large cabinet	Calculator	$0.60			
Fifth Grade Classroom	Large cabinet	Empty Glue Bottle	$0.05			
Fourth Grade Classroom	File cabinet	Health Potion (Small)	$0.20	o		
Fourth Grade Classroom	File cabinet	No. 2 Pencil	$0.05			
Fourth Grade Classroom	File cabinet	Empty Glue Bottle	$0.05			
Fourth Grade Classroom	File cabinet	Highlighter	$0.08			
Fourth Grade Classroom	Treasure chest (Fighter)	Laser Sword (Melee)	$11.00	o	o	o
Fourth Grade Classroom	Treasure chest (Mage)	Star Wand (Melee)	$9.20	o	o	o
Fourth Grade Classroom	Treasure chest (Thief)	Sword Breaker (Melee)	$10.20	o	o	o
Fourth Grade Classroom	Treasure chest (Jew)	Sica Dagger of the Faithful (Melee)	$8.40	o	o	o
Fourth Grade Classroom	Treasure chest	Ninja Sticker (Strap-on)	$3.00	o		o
Fourth Grade Classroom	Treasure chest	Health Potion (Large)	$1.00	o		
Fourth Grade Classroom	Treasure chest	Calculator	$0.60			
Fourth Grade Classroom	Treasure chest	The Poop that Took a Pee	$0.60			
Fourth Grade Classroom	Treasure chest	Mana Potion	$1.00	o		

Taco Troubles

New Quest: Attack the School (Kyle)

SPOILER ALERT!

Quest Breakdown
Step 1: Return to Kyle at Elven Kingdom.
Step 2: Climb the tree house and call the Goth Kids.
Step 3: Command Jimmy to get Hair Flip to open the “Faculty Only” door in back of the school.
Step 4: Get to the cafeteria.
Step 5: Breach the cafeteria defenses.
Step 6: Blow through the barricade to reach the basement door.
Step 7: Defeat the Nazi Zombies in the basement.
Step 8: Break through the barricade in the lobby.
Step 9: Defeat Butters.
Step 10: Clear the upstairs hallway.
Step 11: Confront Cartman in the fourth-grade classroom.
Step 12: Defeat Cartman.
Step 13: Realize you’ve been duped.
Step 14: Go after the Ruler of Darkness.

Note

If you return to Kyle’s backyard and speak to Kyle after recruiting the Goth Kids, you begin the elven version of the “Attack the School” quest. If you don’t want to side with Kyle, speak with Cartman at Kupa Keep.

Now’s the time to choose between Cartman (humans) and Kyle (elves). This version of the quest assumes you choose to side with Kyle. After the Elf King congratulates you on your friend-making skills, climb the tower to the left and search for a good cell signal. Call the Goth Kids to the Elven Kingdom for the big raid on the school.

Note

Your worthy deeds have earned you a new title: Commander.

“Get in there and break some shit.” —Pete

Stan charges in and explains he intercepted a Twitter message—er, he shot down one of the humans’ message ravens—and the evil Wizard King has the Stick of Truth hidden in his desk at school. You race off to the school to take your revenge on the human scum.

The humans have barricaded the front door. Well, since you can’t penetrate the front, try a rear entry. Command Jimmy to give you Bardic Access to handicap ramp. Duck inside once Jimmy grants you access to the door.

You enter a trashed kitchen, and Cartman’s voice pipes in over the intercom. He says that you’re fighting for the wrong side and you have to free yourself from Kyle’s control. Light the stove and then step back and use Cup-a-Spell to blow open the stove door and shoot out the **Chinpokomon (Donkeytron)** inside. Also, snag the loot in the kitchen cabinet, the book bag, and on the elf body before you move closer to the cafeteria.

The cafeteria serving line is in worse shape than lunch after sloppy joes, but at least it’s deserted. Look behind the serving area and inside the trash heap to the right of the serving area for additional loot, including Chef’s Old P.O. Box Key.

“Attention, Elf King. The building has been fortified, and the armies of Christ shall never surrender.”

—Cartman

Enter the cafeteria and stay to the right side as you collect loot from dead bodies. Search for the **Flame Patch** behind the lunch menu on the ground to the far right.

Tip

Raid the Snappy Snacks vending machine in the cafeteria to stock up on consumables.

Two humans man a fire hose at the barricade to the left. Shoot the pipe above the head of the far human to cut off the hose’s water supply and spill a pool at the humans’ feet. Next, shoot the hanging light; the live wires will drop to the ground and fry the two humans before you can say, “Medic!”

One KKK Soldier defends the area past the fire hose. He may have a lot of hit points, but the two of you can easily make him look as silly as Sheldon Cooper sumo wrestling. Note that he does not attack if the electrical hazard trap was used.

“I’m gonna beat you like your daddy.”
—KKK Soldier

Destroy the next barrier with a fiery Cup-a-Spell, or bypass it through the destructible air vent in the wall. Three humans—a KKK Paragon, KKK Ranger, and KKK Abbot—attack you as you pass through the barrier. Snack during each round to keep your hit points high, and tag team on the Abbot first with ranged attacks, then the Ranger, then the Paragon.

Note

You can also blow through the hall barricade. See the “Attack the School (Cartman)” section for details.

“Apparently the plague’s been going around. It’s spread by rats and the Wizard King’s ma-ma-mom.”
—Jimmy

Exit the cafeteria through the doors that you used the Gold Key on when you broke Craig out of detention. You’re back in the hallway leading to the lobby. Approach the barricade and aim at the sprinkler overhead. Shoot the sprinkler to rain down water and short out the fan.

Use Cup-a-Spell on the torch by the human atop the barricade. The explosion obliterates the human and ruins the barricade.

Stand next to the burnt board with the shield on it. Attack the middle and it will break in half. Now you can use it as a ramp to cross to the other side.

Attack the KKK Abbot in front of the basement door. He will immediately raise the KKK Paragon from the dead and you'll be fighting two humans instead of one. Even so, it shouldn't be too much hassle if you Perfect Block often and chew Cheesy Poofs to stay high on HP.

Collect your loot from the downed corpses and descend to the basement when you're ready for a tougher challenge.

"Be careful. He can still bust us for not having hall passes."
—Kyle

Use the basement door to descend to the lower level. Kyle and the crew join you as you discover that the hall monitors have been infected with the green zombie goo.

Your first basement battle lets you know things are going to be tough down here. The Nazi Zombie Kommandant is a hefty foe, and his two Nazi Zombie Ginger Oberleutnant pals are no slouches either. Lobotomize the Oberleutnents first; you don't want to get hit by three attacks each round. Once you isolate the Kommandant, snack on a Health Potion after each of the enemy's hits to recover enough HP to survive enough rounds until he's kaput. Loot the **Hammer of Smiting** off the really dead Kommandant.

Take the next basement door to the tunnel section coated with spots of green goo on the floor. Climb the ladder to the upper section.

Shoot the pipe valve to shut off the steam and then smash open the vent to the right of the pipe. Open the nearby toolbox for extra loot.

Squeeze through the air duct till you reach the panel to the right. Smash open the vent so that it drops and crunches one of the Nazi Zombies below. Shoot the electrical panel so that it catches on fire above the third zombie's head and use Cup-a-Spell to ignite the electrical panel and roast the patrolling enemy when he's below it.

Command Stan to summon his pet dog. Sparky lets loose and pees down next to the first Nazi Zombie. The pee puddle connects with the electrified puddle and the first Nazi Zombie sizzles.

Caution

You can't cross the electrified puddle until you shut off the generator.

Head back down the ladder to the first level. Smash the steam pipe and cross through it to bypass the green goo. Shatter the pallet in front of the gate.

Pull the lever on the generator to shut off the electricity. Cross the puddle and attack the remaining Nazi Zombie Gingers. If you missed any of the tricks earlier, you might have to fight off more than one Nazi Zombie.

The Nazi Zombie Ginger Feldwebel is armed with a kick-ass ruler, so if you want to avoid getting beaten to within inches of your life, concentrate back-to-back special abilities on a single Defiler and remove him from the equation quickly. Grab the **Necromancer Robes** off the Nazi Zombie Gingers.

What's Growing in the Boiler Room?!?

Visit the boiler room before you depart the tunnel section. Sift through the toolbox for more loot and stop by the work table for a disturbing sight. Petri dishes with the names of all your friends wait for some sort of unspeakable experiment—oh, and there's green goo growing in the one without a name. It's definitely not spinach dip.

Head toward the basement exit, but smash through the pallet beside the stairs first. Score the **Battery Label** and other loot in the duffel bag under the stairs.

"You think they're dead? Kinda don't wanna know."
—Henrietta Biggle

You come up in an already-ransacked hallway. Examine the bodies for more loot and cross to the door leading into the lobby.

The humans have fortified the lobby with stacked books, piled chairs—and a flaming catapult. Butters will launch flaming bags of poop down on you while you figure out how to get through the barricade. You can't smash through it; you have to go around it.

Look up for a robotic eye hanging from the balcony. Use your alien probe to teleport you atop the balcony and away from the catapult's flaming bags of poop.

Snag the loot out of the book bag on the left side of the balcony, then slide down the jump rope hanging down off the right side.

"I should've picked the Blacksmith class." —Token

Goad Butters into launching a flaming bag in front of the wooden barricade on the right side of the human defenses. Quickly Cup-a-Spell and waft the gas over so that it crosses through the flames and explodes the wooden barricade.

Put a hurt on the humans at the barricade. Depending on how well you've used your Cup-a-Spell, you might be down to a KKK Paragon and KKK Abbot by the time you fight. If that's the case, paste them.

Butters flees to the next room when you stamp down his support. Leave him for now and man the catapult. Fire a load at the front door barricade and watch it catch on fire.

"A pox on your nuts." —Jimmy

Use Cup-a-Spell on the fiery barricade and it explodes. Your reinforcements pour in and secure the area. Dog Poo opens the main door for you so that you can follow after Butters.

Beat Up Butters

It's a showdown with Butters before you can reach the stairs to the second floor. Butters deals serious damage with his hammer and related special attacks; think defense first with Perfect Blocks and snacks when your HP gets low. Butters has a lot of hit points, so it will be a long battle, which you can win if you're quick on the reflexes and quicker on the ass gas. Grab **Butters' Hammer of Storms** once you've knocked him flat.

Raid the bodies in the area. When you're ready to rumble in the classrooms, head upstairs.

Fight to the Fourth Grade

Search the locker back by the kindergarten and the dead human in the hallway at the top of the stairs. Slip by the fighting elves and humans as they whack at each other with wooden swords. you beat up the three enemies in the hall, you can gain the **Necromancer Hood** from them. Shoot Pterdaken in the locker on the right to add it to your collection before you leave the area.

Continue through the defenses to the fourth- and fifth-grade hallways. The rest of your group joins you as you prepare for the final assault. Before you use the fourth-grade door, enter the fifth-grade classroom and open the sink cabinet for extra loot. Interact with Lemmiwinks to friend him. This is your only chance to do so.

“Fat Ass is in there with the Stick. Sir Douchebag, lead us to victory.” —Kyle

Open the door to burst in on Cartman. He tries to convince you that you’ve chosen the wrong side, but you won’t have any of his human lies. Loot the file cabinet and chest prior to battle. After you’re asked to choose sides, give Cartman a real hard tap to initiate combat.

Tip

You have one last chance to change sides. If you want to attack Kyle in the fourth grade classroom, you still can before you whack Cartman.

Don’t let Cartman kill you in one attack! He has a few strong attacks, and you must do a Perfect Block as often as you can to reduce damage. Snack after each round to keep your hit points near full to better survive Cartman’s barrage. Steadily hack away at Cartman’s HP until you he decides to break out his lethal weapon—his flaming ass! In a battle of wills, you expel gas at each other’s butts—winner avoids a nasty burn. Tap the Combat button as if your life depends on it—it does—and out-duel the ass master himself.

With Cartman’s defeat, Kyle orders the Goth Kids to retrieve the Stick of Truth from the inside of Cartman’s desk. Except, fourth grade desks don’t have insides.

“Oh, Clyde’s out playing in the backyard with his little friends.”
—Clyde’s Dad

They do find, however, writing on Clyde’s desk that leads the group to Clyde’s locker. Pissed after being banished from all time and space, Clyde has taken on the mantle of Ruler of Darkness.

During all the chaos at the school, Clyde stole the Stick of Truth. Even worse, he has created an army of Nazi Zombies with a barrel of the green goo that fell from the heavens.

You immediately charge over to Clyde’s house. His dad, clueless, lets you into the backyard where Clyde’s fortress holds his entire army of darkness—locals converted to Nazi Zombies by the green goo.

Saved by the Stotches

Before you can throw down with an army of darkness, Butters’ parents crash the backyard and order Butters to bedtime. Clyde’s dad calls Clyde back in too, and the rest of you realize you’re screwed if you don’t hightail it back home right away. Here’s to another good night’s sleep.

Taco Troubles

New Quest: Go Back Home

“Goodnight, my little gumdrop. Hope you’re enjoying all the peace and quiet in our new home as much as we are.” —Your Mom

SPOILER ALERT!

Quest Breakdown
Step 1: Um, head back home.
Step 2: Climb in bed.

Just like the night before, head back home and retire for the night. If you don’t get a move on fast enough, your parents will come looking for you.

Your parents ask you how your day has been and want you to know all about the coolest thing they’ve heard today: a mega Taco Bell is heading to town! If only you could tell them what’s in the green sauce.

Taco Troubles

New Quest: Defeat the Underpants Gnomes

> **"Shit he's too big! We can't beat him!"**
> **—Underpants Gnome**

SPOILER ALERT!
Quest Breakdown
Step 1: Catch the Underpants Gnomes going through your drawers.
Step 2: Defeat the gnomes at normal size.
Step 3: Defeat the gnomes while shrunken.
Step 4: Head into the mouse hole in your bedroom wall.
Step 5: Navigate the wall maze while killing Giant Rats.
Step 6: Catch the Underpants Warlock in your parents' bedroom.
Step 7: Beat the Underpants Warlock and gain the Gnome Dust.
Step 8: Watch horrified as the Warlock gets squished by your parents' love-making.
Step 9: Wake up. You've never been more happy to get up early in the morning.

Your night's sleep isn't interrupted by aliens this time, but by Underpants Gnomes. The weird, miniature freaks want to steal your underpants. We really don't want to know why.

Shrinkage

The gnomes attack when you climb out of bed. Compared to you, the Gnome Mobs are tiny and you can squash them with little to no problem. Knowing that they can't beat you, the gnomes summon their Underpants Warlock to shrink you down to their size.

Face off against the Gnome Mage and Gnome Conjuror. Be prepared to Perfect Block their special attacks or they'll melt you on the spot. Return the favor with your special attacks, followed by a good pummeling if you need extra damage to pound their spiked heads.

Before you enter the mouse hole, be sure to loot the fallen gnomes and score yourself Gnome Gloves and a Miner's Patch.

> **Tip**
>
> If you're looking to collect the gnome gear, grab the Gnome Gloves off the defeated gnomes in your bedroom before heading into the hole.

Into the Hole

Enter the mouse hole in your bedroom's back wall and chase after the Underpants Gnomes. Run in front of the mousetrap and climb up the blue and green wires to reach the pipe above. If you accidentally trigger the mousetrap, it kills you.

Loot Table: Gnome Chase

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Your Bedroom	Loot - Gnome Conjuror	Gnome Gloves (Hands)	$4.00	o	o		o	
Your Bedroom	Loot - Gnome Conjuror	Miner's Patch (Patch)	$2.00	o			o	
Your Bedroom	Loot - Gnome Conjuror	Cash	$0.35	o				
Your Bedroom	Loot - Gnome Conjuror	Torn Underpants	$0.20					
Inside Wall	Gnome pack above mousetrap	Gnome Helmet (Head)	$7.00	o	o		o	
Inside Wall	Gnome pack above mousetrap	Health Potion (Large)	$1.00	o				
Inside Wall	Gnome pack above mousetrap	Power Potion	$0.40	o				
Inside Wall	Gnome pack above mousetrap	Torn Underpants	$0.20					
Inside Wall	Gnome pack above mousetrap	Super Bouncy Ball! (Ranged)	$4.00	o	o		o	
Inside Wall	Gnome pack near fuse box	Gnome Clothes (Body)	$10.00	o	o		o	
Inside Wall	Gnome pack near fuse box	Torn Underpants	$0.20					
Inside Wall	Gnome pack near fuse box	Gnome Pickaxe Head (Strap-on)	$2.00	o			o	
Inside Wall	Gnome pack after rats	Gnome Pickaxe (Melee)	$13.00	o	o		o	
Inside Wall	Gnome pack after rats	Cash	$0.90	o				
Inside Wall	Gnome pack after rats	Ripped Boot	$0.20					
Parents' Room	Jewelry box	Small Locket	$0.80					
Parents' Room	Jewelry box	Cash	$1.25	o				
Parents' Room	Loot - Gnome Conjuror	Underpants "Helmet" (Head)	$4.00	o	o		o	
Parents' Room	Loot - Gnome Conjuror	Don't Tread on Me Patch (Patch)	$2.00	o			o	
Parents' Room	Loot - Gnome Conjuror	Cash	$0.50	o				
Parents' Room	Loot - Gnome Conjuror	Cure Potion	$0.20	o				
Parents' Room	Loot - Gnome Conjuror	Ripped Boot	$0.20					

Pick up the **Gnome Helmet** and **Super Bouncy Ball!** from the right side of the pipe. Put it on if you want an increase in PP each turn while shrunk.

Go as far left as you can on the pipe and smash the pipe joint to let out the water. Aim down at the split in the blue wire with your ranged weapon and shoot the wire. The live wire will drop into a puddle below and singe the Giant Rat chewing on a gnome. The rat bolts to the right and right into the mousetrap. Splat!

Continue through the hole where you electrified the rat. Peer through a vent to see your parents talking in bed about you. From your mom's position on your dad, talking won't be on their minds a few minutes from now.

Walk through the next hole and climb up the next wire to the pipe above. Hack out the wood to your left and ascend to the live fuse box. Wait for the electricity to cease and run across to the left and pick up the **Gnome Clothes** and **Gnome Pickaxe Head** in the stash.

Return to the spot where you hacked through the wood and look to your right. Shoot the rusted pipe above you to drop a section and form a ramp up.

> **Caution**
>
> A nest of rats lies ahead. Don't rush forward or you'll have three Giant Rats gnawing on your noggin.

Walk up the ramp and approach the next blue and green wire carefully. A Giant Rat lunges out at you from the hole to the right. Ignore the rat and climb up the wire to the pipe above.

Smash through the wood beam and walk to the right side of the pipe so that you're standing over the rats. Smash the vertical section of the pipe and a jagged piece will drop off and pierce the third Giant Rat.

Return to the blue and green wires and shoot out the wooden support near the pink insulation. The insulation will drop down in front of the closer rat and catch on fire from the sparking yellow wire.

Back down the wire and stand in front of the fire. Cup-a-Spell to the right and roast the second Giant Rat, then battle the final rat to get through. Hold your nose as you cross through the nest and recover the **Gnome Pickaxe** from the stash to the far right. Upgrade if possible.

Climb the final blue and green wire to reach the electrical outlet at the top. Open the outlet to gain access to your parents' bedroom. Your childhood memories will never be the same again.

> **"Yeah I'm a real dirty bitch! Wanna see me in the panties!?"**
> **—Your Dad**

You need to find the Gnome Warlock and force him to return you to normal size. Unfortunately, he's chosen to hide in your parents' bedroom in the middle of a marathon of kinky sex.

When you catch up with the gnomes on the edge of the dresser, a Gnome Mage, Gnome Elementalist, and Gnome Conjuror intercept you before you can reach the Warlock. In between pants and gasps from your parents' background activities, throw your multi-attack special abilities at the gnomes and use Perfect Blocks and snacks to keep your HP high. Cut them down one by one until they fall as limp as your dad at the end of the night's festivities.

> **Tip**
>
> Loot the fallen gnomes to claim the Underpants "Helmet" and Don't Tread on Me Patch.

Chase after the Warlock by sliding down the wire attached to the alarm clock on the end of the dresser. Race after him to your parents' bed, where the Warlock makes his last stand.

> **"Now you've done it, fucker. It's time for some REAL underpants magic."**
> **—Underpants Warlock**

Play defensive with the Warlock; you have to outlast his potentially devastating attacks and his higher HP total. Make sure you Perfect Block each attack and snack to keep your hit points high enough to survive a single-round barrage even if you misbless your blocks. Give him everything you've got; there are no other opponents to hold back for, and the Underpants Warlock is the final fight in Day 2.

After you beat the Underpants Warlock he hands you the Gnome Dust, which you can use from here on out to shrink to miniature size or return to normal size. The Warlock tells you that they were actually collecting underpants to stop the Taco Bell from releasing its toxic green goo into their underground world. Before he can reveal what the green goo actually is, however, your parents' rough sex flattens him. It doesn't even slow them down.

You awake back in bed. Thankfully. Hoping that what you just witnessed was a very bad dream, you prepare for your third day in South Park.

> **Note**
>
> The three gnomes on your parents' dresser drop the Underpants Helmet. For fun, equip it and watch as enemies puke when they approach you.
>
> If you watch your parents' kinky sex for 60 seconds, you unlock the "Perverted" achievement.

Holding the Stick

Introduction

Clyde duped everyone and stole the Stick of Truth. The self-appointed Ruler of Darkness is using the green goo to create an army of Nazi Zombie creatures, and they're all chillin' in his backyard. Now you must recruit the girls to your side, uncover the sinister secrets at the abortion clinic, and travel north to the strange, flat country of Canada before you can challenge Clyde once and for all.

Day 3 Quest List

Forging Alliances

You can't take on an army of Nazi Zombies with a bunch of boys in fantasy costumes. You need a group of girls in power makeovers to help out.

Recruit the Girls

Charm your way into the Pleases and Sparkles Club and listen in on the bitch-fests. If you can convince the girls that you're BFFs then they'll think about being seen with the opposite sex.

Pose as Bebe's Boyfriend

Someone accused someone else of being a two-faced whore. Or was that a two-faced skank? The girls need you to pretend to be Bebe's boyfriend and set up an entrapment sting on the girl they think is spreading vile gossip. Then be back for tea.

Unplanned Parenthood

Dress-up was never so much fun. Don your best lipstick and high heels to sneak into the abortion clinic for some undercover recon on bad girl activity. Before you're done you'll have an abortion and perform one on Randy.

Heading North

Well, we guess you should go north and north and north—it might take you a while wandering in the Lost Forest, but eventually you reach Canada.

O Canada

Canada has never looked so good—flattened in magnificent 2-D detail like a cutting-edge Atari 2600 game. Speak to the Canadian royalty to get your mysterious "Orcish" papers translated to English.

Beat Up Clyde!

This was fun the first time around, so why not take a swing at Clyde again? Before you can reach him, though, you have to wade through his entire army of darkness. And Morgan Freeman.

Betrayal from Within

One of your loyal band betrays you for the Stick of Truth! Who would do such a thing? One clue: It's only fitting if he ends up dead.

Holding the Stick

New Quest: Forging Alliances

SPOILER ALERT!

Quest Breakdown
Step 1: Meet up with Kyle and the others at the Elven Kingdom.
Step 2: Complete the quest “Recruit the Girls.”
Step 3: Complete the quest “Pose as Bebe’s Boyfriend.”
Step 4: Complete the quest “Unplanned Parenthood.”
Step 5: Complete the quest “Heading North.”
Step 6: Complete the quest “O Canada.”
Step 7: Return to Kyle and assault Clyde’s fortress.

Meet up with Kyle and the rest of the crew at the Elven Kingdom. The situation is more dire than you imagined: Clyde has built a fortress of darkness four stories tall and transformed more than 50 locals into Nazi Zombie somethings.

Even with the combined forces of humans and elves, you don’t have enough warriors to defeat Clyde’s forces. You must add the most powerful faction in the neighborhood to your cause: not the Pirates, not the Federation—the Girls.

Holding the Stick

New Quest: Recruit the Girls

SPOILER ALERT!

Quest Breakdown
Step 1: Talk to Annie in front of City Hall.
Step 2: Beat up the Bully Girls.
Step 3: Let Annie take you to the Pleases and Sparkles Club.
Step 4: Complete the quest “Pose as Bebe’s Boyfriend.”
Step 5: Complete the quest “Unplanned Parenthood.”
Step 6: Complete the quest “Heading North.”
Step 7: Complete the quest “O Canada.”
Step 8: Bring the translated list back to Annie.

Head to the Town Hall, where bullies have their eyes on Annie’s Justin Bieber toy. You may not be able to rescue plastic Bieber, but concentrate on what’s important here—making friends with one of the girls in the Pleases and Sparkles Club. Duke it out with the unladylike ladies and save Annie from further embarrassment.

“We HAVE to know for SURE if Monica Ryland is a two-faced bitch or not.” —Wendy

After you beat the bullies, approach Wendy and she’ll invite you into the girls’ Pleases and Sparkles Club. Try not to stare at the dreamy Orlando Bloom poster in the background, and listen to the girls chitter-chatter about whether they should join your team for a “new role-playing game.”

Chicks obviously dig the silent type, so don’t say a word. Let them decide to give you a task to prove your worth.

Back outside, Annie explains that the girls believe Monica is a two-faced liar and that you’ll be pretending to be Bebe’s boyfriend to see if Monica will try to steal you away. Go to the park to work your gigolo magic.

Holding the Stick

New Quest: Pose as Bebes Boyfriend

“Thank GOD that new Taco Bell caused an earthquake, huh girls!?”

—Wendy

SPOILER ALERT!

Quest Breakdown

Step 1: Talk to Monica in the park.

Step 2: Deal with Monica’s boyfriend.

Step 3: Return to Annie at the Town Hall.

Step 4: Speak with the Pleases and Sparkles Club again.

Look for Monica sitting on the park bench. Talk to her and she’ll start chatting away about how she’s Bebe’s friend, but Bebe’s not really the be-all and end-all; she’s a little two-faced, and you’re a really interesting boy, and maybe—

The girls burst in then and catch Monica in her skankitude. They disown her and bring along a certain someone—Monica’s boyfriend Jake—who isn’t happy with his cheating girlfriend.

Unfortunately, Jake takes out his anger on you. You’ll have to defend your honor on the basketball court, but the only balls you’ll be using are the two stuck between your legs. Settle the disagreement with weapons and a steady stream of verbal taunts. Make him eat tarmac before heading back to Annie.

Holding the Stick

New Quest: Unplanned Parenthood

SPOILER ALERT!

Quest Breakdown
Step 1: Get a makeover!
Step 2: Visit the Unplanned Parenthood abortion clinic.
Step 3: Speak with the receptionist.
Step 4: Enter Operating Room A.
Step 5: Let Dr. Poonlover attempt an abortion on you.
Step 6: Change into the Surgical Scrubs, Cap, and Gloves.
Step 7: Enter the Records Room.
Step 8: Search the 2013 records.
Step 9: Escape the Taco Bell goons.
Step 10: Leave Operating Room 02.
Step 11: Navigate the air vents.
Step 12: Avoid the machine-gun turret.
Step 13: Defeat the Nazi Zombie Fetuses.
Step 14: Stop the Giant Nazi Zombie Fetus.
Step 15: Exit the abortion clinic.

The girls are happy that you outed Monica, but they still aren't convinced that they should join your cause. They need you to do one more thing for them—infiltrate the abortion clinic and steal some records to see who really has gotten herself preggers.

Of course, you can't go in as a guy, so the girls cart you off to the makeover studio. Choose a new, effeminate look, from hair style to shoes, and you're ready to fool the abortion clinic into accepting you as a patient.

"It's okay, don't be scared. The first one's always the scariest."
—Receptionist

Walk over to Unplanned Parenthood and speak with the receptionist at the front desk. Enter the door marked "Patients Only" when you're ready.

Caution

Your buddy will leave you at the “Patients Only” door. You’re on your own for a while.

Loot Table: Unplanned Parenthood

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Lobby	White cabinet	Power Potion	$0.40	o				
Lobby	White cabinet	Cure Potion	$0.20	o				
Lobby	White cabinet	Big Mamba Condoms	$0.50					
Lobby	White cabinet	Lil’ Minis Condoms	$0.30					
Lobby	Red toolbox	Cash	$0.60	o				
Lobby	Red toolbox	Screwdriver	$0.30					
Lobby	Red toolbox	Fractured Bulb	$0.20					
Hallway	Cabinet under the waiting room sign	Used Syringe	$0.35					
Hallway	Cabinet under the waiting room sign	Screwdriver	$0.30					
Hallway	Cabinet under the waiting room sign	Health Potion (Small)	$0.20	o				
Hallway	Cabinet under the waiting room sign	Big Mamba Condoms	$0.50					
Hallway	Cabinet under the clock	IV Needle (Strap-on)	$2.00	o			o	
Hallway	Cabinet under the clock	Mana Potion (Small)	$0.30	o				
Hallway	Cabinet under the clock	Speed Potion	$0.40	o				
Hallway	Cabinet under the clock	Poison Grenades (Ranged)	$4.00	o	o		o	
Hallway	Cabinet under the clock	Lil’ Minis Condoms	$0.30					
Records Room	Filing cabinet on the left	No. 2 Pencil	$0.05					
Records Room	Filing cabinet on the left	Used Syringe	$0.35					
Records Room	Filing cabinet on the left	USB Drive	$0.50					
Records Room	Filing cabinet on the right	Crumpled Paper	$0.05					
Records Room	Filing cabinet on the right	Biohazard Tattoo (Makeup)	$0.40	o			o	
Records Room	Filing cabinet on the right	Pubes	$0.05					
Crawlspace	Gnome bag	Master Razor (Melee)	$22.00	o	o		o	
Crawlspace	Gnome bag	Armband	$0.30					
Crawlspace	Gnome bag	Broken Gnome Pick	$0.30					
Operating Room	Cabinet under poster	Cash	$0.75	o				
Operating Room	Cabinet under poster	Wire Hangar (Strap-on)	$2.00	o			o	
Destroyed Hallway 1	Cabinet near waste disposal sign	Cash	$0.35	o				
Destroyed Hallway 1	Cabinet near waste disposal sign	Wad of Liposuction Fat (Strap-on)	$4.00	o			o	
Destroyed Hallway 1	Cabinet near waste disposal sign	Used Syringe	$0.35					
Destroyed Hallway 1	Cabinet near waste disposal sign	Blob of Stem Cells	$0.60					

Destroyed Hallway 1	Gnome bag on beam	Torn Underpants	$0.20			
Destroyed Hallway 1	Gnome bag on beam	Old Dutch Beard (Facial Hair)	$0.40	o		o
Destroyed Hallway 1	Gnome bag on beam	Glowing Goo	$0.35			
Destroyed Hallway 1	Cabinet behind dead soldier	Cure Potion	$0.20	o		
Destroyed Hallway 1	Cabinet behind dead soldier	Health Potion (Small)	$0.20	o		
Destroyed Hallway 1	Cabinet behind dead soldier	Lil' Minis Condoms	$0.30			
Destroyed Hallway 1	Cabinet behind dead soldier	Side Swept Wig (Hair)	$0.40	o		o
Destroyed Hallway 2	Bag in rubble	Revive Potion	$0.60	o		
Destroyed Hallway 2	Bag in rubble	Strength Potion	$0.40	o		
Destroyed Hallway 2	Bag in rubble	Charm Bracelet	$0.15			
Destroyed Hallway 2	Bag in rubble	Sunshine Sparkle Stickers	$0.05			
Destroyed Hallway 2	Gnome bag inside pipe	Used Syringe	$0.35			
Destroyed Hallway 2	Gnome bag inside pipe	Jesus Loves Me Patch (Patch)	$2.00	o		o
Destroyed Hallway 2	Under the bridge picture	Fetuswami (Chinpokomon)	-	o	o	
Destroyed Hallway 2	Cabinet under the waiting room sign	Used Syringe	$0.35			
Destroyed Hallway 2	Cabinet under the waiting room sign	Screwdriver	$0.30			
Destroyed Hallway 2	Cabinet under the waiting room sign	Health Potion (Small)	$0.20	o		
Destroyed Hallway 2	Cabinet under the waiting room sign	Big Mamba Condoms	$0.50			

Proceed to the Records Room and try the handle. Security responds that access to the area is restricted to physicians only. You need to find another way in.

Sucks to Be You

Continue on to Operating Room A. Dr. Poonlover greets you at the door. He thinks you're a little young for a patient, but what the hell—BMWs have to be paid for somehow.

"Alright, just sit back and relax. We'll get that fuck trash taken right out of you. Here we go..."

—Dr. Poonlover

Sit back in the chair and let Dr. Poonlover hook up his suction equipment. Mash the anti-abortion button to avoid a major problem between your crotch. And you thought the alien probe was bad?

You manage to burn out Poonlover's machine and he steps out to fix it. Look for the **Surgical Scrubs**, **Cap**, and **Gloves** on the tray behind your chair. Put them on to blend in with the rest of the three-foot-six-inch staff members.

Record Business

Your doctor costume fools security and they open the Records Room for you when you try again. Search the 2013 box (labeled in yellow) for the records the girls want.

You haven't a clue what the records say—they're in some foreign tongue. Save the records for now and worry about living through the next few minutes.

Randy joins you in Records Room; he's been searching for further signs of the weird activity around South Park, and it's led him here. Seconds later, the government goons from the Taco Bell site barge in. Before they can fully interrogate you, they're warned that the zombie contagion has broken out in the clinic, and they fill Dr. Poonlover full of lead mistaking him for a Nazi Zombie.

Shortcut

You're locked in the Records Room. Snuff some Gnome Dust and shrink to your tiny size. Escape the room through the mouse hole in the back wall.

You find yourself in the floor under the guards. Watch closely as one of the guards drops down to listen at the floorboards. That's a big clue to use sound as a weapon. Aim your ranged weapon at the pipe ahead and shoot. Guards will hear the noise and machine-gun the floor, killing the nearby Nazi Zombie Rats for you.

Smash the fetus jar and fetus inside, then quickly aim with your ranged weapon at the far set of pipes overhead. Shoot the pipes to bring down more guard gunfire and kill the nearby Nazi Zombie Shuffling Gnomes. Collect the **Master Razor** from the discarded gnome hat near the fuse box.

Step into the fuse box and hack at the first cable until the interior wires show. Use Cup-a-Spell and waft your gas in the direction of the live wires to cause an explosion.

The boom melts both cables in the fuse box. Walk through the fuse box and climb up the cable on the back wall to reach Operating Room 02.

Cleaning Up Randy

You discover Randy in the operating room wearing a blonde wig and hiding from the government goons. Use the Gnome Dust to grow back to normal size.

The government goons find you quickly. They aren't buying your doctor routine and challenge you to prove you're a real surgeon by performing a real abortion—on Randy.

You have three procedures to accomplish to avoid getting shot up by the goons. First, inject the syringe correctly by waiting for the needle to point toward the center of Randy's groin. Second, spin to dilate. Third, when prompted, move the vacuum from one side to the other until the procedure is complete.

"Uh…you go ahead. Might be a while before I can walk very well."
—Randy Marsh

Leave Randy behind in pain and head out into the hallway with the government goons. While searching the area, they've stirred up a nightmare from the clinic dumpsters—Nazi Zombie Fetuses! The Fetuses rip through the goons and leave you be while chomping on the flesh of dead soldiers. Butters pokes his head through a crack in the ceiling and joins you for the final push out of the clinic.

Walk to your left and shoot the metal air vent to the right of the Nazi Zombie Rats. The vent falls straight down to make a ladder at the top of the shelf. In shrunken form, you can use the roll of gauze to climb to the second shelf and the vent to reach the top of the shelf. However, you still have the rats to deal with.

Instead, head left to the soldier with a hole ripped through his chest. Use the Gnome Dust to shrink down and walk through the opening in the bloody chest cavity.

Walk up the fallen table that serves as a ramp and shoot the hanging ceiling plank above. The plank falls and forms the second half of your ramp leading down to the dresser.

Climb the fallen air vent to the left of the dresser and enter the hole in the wall. You'll see a small generator on fire in the far corner. Smash the wooden support and Cup-a-Spell some gas in the generator's direction to cause an explosion.

Use the cable by the destroyed generator to climb to the upper wall section. Stop by the discarded gnome hat for some extra loot and eyeball the Nazi Zombie Rats farther along the wood beam.

Aim at the wooden support above the Nazi Zombie Rats and shoot out the crossbeam. The wood flattens the rats and clears the way without you having to risk rabies.

Climb down the wooden support to the level with the dead rats. Open the air vent to the left of the squashed rodents to enter the air vent.

Machine-Gun Mayhem

Use the air vents to move back to the hallway near the Records Room. As you pass the open vents, you see scenes of mayhem: Pistols can't hold the Nazi Zombie Fetuses at bay, and neither can machine guns or flamethrowers. The carnage makes a bomb scene look like a picnic.

> **"I'll take a bullet for you, Commander Douchebag! I guess that wouldn't stop the other bullets, though, huh?"**
>
> **—Butters**

Exit the air vent. The military has set up an automatic machine gun on the far side of the room. Watch carefully as it rips through two Nazi Zombie Fetuses crawling through the kill zone. Don't walk that way.

Caution

Unless you want to end up holier than the Pope, avoid the machine gun's kill zone.

You'll see a downed soldier at the edge of the kill zone. Aim at the soldier's hand grenade and stand back as you pull the trigger. The explosion obliterates the soldier and clears the way to reach the back of the room and access the robotic eye.

Break out your alien probe and use the robotic eye to teleport up to the pipe by the pressure wheel. Turn the wheel to shut off the water.

Now that the water has been cut off, use the robotic eye again to teleport into the broken pipe. Ascend the inside of the pipe to reach the exposed wires at the top.

Shoot the wires to drop the hanging light on the machine gun below. When it bursts into flame, you know it’s safe to cross the kill zone.

Giant Nazi Zombie Fetus Attack!

Return to the floor and cross the kill zone. Cup-a-Spell the burning machine gun to cause it to explode so you can pass through. Approach the soldier under the sprinkler.

Tip

You can gain the Fetuswami Chinpokomon by crawling through the hole in the destroyed wall by the machine gun and picking it up off the floor in the corner.

Nazi Zombie Fetuses rush at you from down the hallway. The four Fetuses swarm you and Butters, but teaming up you should be more than a match for the gooey messes.

Continue to the front hallway, where the last of the government goons are holed up. With all the “baby” Fetuses wiped out, the “mama” Fetus arrives. The Giant Nazi Zombie Fetus breaks open the wall and munches on the last soldiers before turning its attention to you.

Don’t hold anything back in this fight. Tap into Butters’ best abilities and use your own special attacks to pound away at the Giant Nazi Zombie Fetus’s hit points. It’s going to take a while to abort this fetus; dip into your consumables to remove negative effects and keep your HP high. Eventually, your two-to-one attacks will overwhelm the monstrosity.

The clinic looks more like Jeffrey Dahmer’s bachelor pad now, so it’s time to get out. Leave the death and destruction behind, and go see Annie again.

Holding the Stick

New Quest: Heading North

SPOILER ALERT!

Quest Breakdown
Step 1: Talk to the girls back at the Pleases and Sparkles Club.
Step 2: Return to the Elven Kingdom and collect your passport.
Step 3: Go to Photo-Dojo for your passport photo.
Step 4: Find your way through the Lost Forest to head north to Canada.
Step 5: Travel to Ottawa.
Step 6: Speak with the Prince.

“Your name is no longer Commander Douchebag. It is now ‘Larry Bobinski’ from Cleveland.”

—Cartman

When you speak with Annie at the Town Hall, she brings you back into the Pleases and Sparkles Club. The girls like what you’ve done so far, but they can’t find out who the traitor is until you get the medical records you stole translated.

Return to the guys back at the Elven Kingdom. Cartman believes that the medical records are in the strange Orcish tongue spoken in the lands to the north. You will have to go there to translate the document. Kyle and company hand you a fake passport for the trip; all you need is a new passport photo.

Preventing Perversion

To set out on your journey to the Kingdom of the North, first visit the local Photo-Dojo. Go up to the clerk at the front desk and ask him to get your pictures taken. He’ll buzz you into the photo studio in back.

Loot Table: Photo-Dojo

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Photo Studio	Large cabinet	Cash	$0.10	o				
Photo Studio	Large cabinet	NAMBLA Calendar	$0.50					
Photo Studio	Large cabinet	High Voltage Warning Label (Patch)	$2.00	o			o	
Photo Studio	Large cabinet	“The Spirit of Christmas” Film Reel	$0.80					

The studio photographer sets you up in front of a green screen and starts snapping pictures. He wants you to lose some clothes, and the choice comes up to “Change Outfit” or “Keep Current Outfit.” The guy’s a perv, and you can’t continue until you choose to change your outfit. He eventually gets you to strip down to your undies.

Before the studio photographer demands you look good in your birthday suit, the real photographer shows up. Fortunately for the shyness of your privates, you get a chance to beat up the fake photographer and let the real photographer take a head shot for your passport.

Tip

Examine the cabinet in the corner for some cool junk and a Costume Patch.

The real photographer hands you a passport, and, after you spend money on any last-minute travel items, you’re free to head up to Cana—er, the Kingdom of the North.

“Sorry, but no more Americans in Canada right now! Canada is full!”

—Canadian Guard

Take a Fast Travel Flag to U-Stor-It and walk up the dirt path behind the storage truck. Pass through the farm with the cow pen and continue into the Lost Forest. If you haven’t already done so, use Dragonshout to disperse the rats that block the path.

Guess what? The Lost Forest really lives up to its name. There’s no finding a straight way through the place—it randomly shuffles some of the areas around—but if you keep walking north, you’ll eventually hit the northern border.

The Canadian Guard won’t let you in at first. However, since you have an official passport and everything he opens the gate for you.

The Great Northern Expanse—in 2-D

Welcome to the Kingdom of the North, a.k.a. Canada. Its breathtaking plains and awe-inspiring, snowcapped mountains are captured in gorgeous, limited-pixel 2-D. Get used to it; you’re gonna be here awhile.

Though you’re free to wander the Canadian map later, visit Canada’s capital city first, Ottawa. Most of the cities in Canada are set up the same way: shop near the entrance, bank to exchange U.S. dollars for Canadian dollars, and a healer in case you contract HIV. The royal palace is at the very top.

Tip

Buy any patches or gear upgrades in the Canadian shops if you have the extra cash. Once you leave, you may not be back for a while or at all.

Enter the palace and work upward to find the throne. The Prince and Princess are in attendance, and the Prince tells you that he cannot translate the document for you. He insists that you see the Earl of Winnipeg for help.

Holding the Stick

New Quest: O Canada

SPOILER ALERT!

Quest Breakdown
Step 1: Go to Winnipeg.
Step 2: Speak with the Earl of Winnipeg.
Step 3: Destroy the Dire Bears in Winnipeg.
Step 4: Bring the Dire Bear pelts back to the Earl.
Step 5: Return to the Prince of Canada.
Step 6: Confront the Bishop of Banff.
Step 7: Kill the Snakes outside Banff.
Step 8: Deal with the Bishop of Banff.
Step 9: Return to the Prince of Canada.
Step 10: Meet with the Duke of Vancouver.
Step 11: Speak to the monks.
Step 12: Use Dragonshout on Phillip and Cup-a-Spell on Terrance.
Step 13: Use Sneaky Squeaker to lure Phillip to the bear skin.
Step 14: Learn the Nagasaki.
Step 15: Proceed to the Catacombs of Quebec.
Step 16: Rescue the Minister of Montreal.
Step 17: Get your document translated.

You have to leave the palace via the gift shop. Be sure to stop by the green chest on the way out to pocket some valuable souvenirs, including the **Joy Buzzer**. The gift shop owner will also force you to accept photos with the Prince and Princess before you can leave.

Loot Table: Canada

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Overworld	Chest on the northern island	Barbarian Mullet (Hair)	$0.40	o			o	
Overworld	Chest on the northern island	A bowl of Kraft Dinner	$0.50					
Overworld	Chest on the northern island	Canadian Gemstone	$0.60					
Overworld	Chest on the northern island	Frozen Maple Syrup (Strap-on)	$4.00	o			o	
Overworld	Chest on the northern island	Cure Potion	$0.20	o				
Overworld	Chest on the northern island	Health Potion (Large)	$1.00	o				
Ottawa	Royal Castle - Chest in gift shop	Canadian Gemstone	$0.60					
Ottawa	Royal Castle - Chest in gift shop	Joy Buzzer (Strap-on)	$4.00	o			o	
Ottawa	Royal Castle - Chest in gift shop	Spoiled Royal Pudding	$0.50					
Ottawa	Royal Castle - Chest in gift shop	Mana Potion (Large)	$1.50	o				
Banff	Church - Chest behind locked door	Discus of Bleeding (Ranged)	$4.00	o	o		o	
Banff	Church - Chest behind locked door	Positive Quiefly Sore Test	$0.30					
Banff	Church - Chest behind locked door	Ranger Patch (Patch)	$4.00	o			o	
Banff	Church - Chest behind locked door	Power Potion (Large)	$2.40	o				
Banff	Church - Chest behind locked door	Revive Potion	$0.60	o				
Banff	Church - Chest behind locked door	"What Are These Changes?" VHS	$0.40					
Vancouver	Royal Castle - Chest behind breakable wall	Lumberjack Beard (Facial Hair)	$0.40	o			o	
Vancouver	Royal Castle - Chest behind breakable wall	Serrated Axe of Rending (Melee)	$14.00	o	o		o	
Vancouver	Royal Castle - Chest behind breakable wall	Dire Heart	$0.15					
Vancouver	Royal Castle - Chest behind breakable wall	Barbarian Helmet (Head)	$7.00	o	o		o	
Vancouver	Royal Castle - Chest behind breakable wall	Strength Potion	$0.40	o				
Vancouver	Royal Castle - Chest behind breakable wall	Power Potion (Large)	$2.40	o				
Catacombs of Quebec	Loot - Dire Snake (1)	Frozen Skull Patch (Patch)	$2.00	o			o	
Catacombs of Quebec	Loot - Dire Snake (1)	Cash (Canadian)	$1.11	o				
Catacombs of Quebec	Loot - Dire Snake (2)	Barbarian Patch (Patch)	$4.00	o			o	
Catacombs of Quebec	Loot - Dire Snake (2)	Cash (Canadian)	$2.48	o				
Catacombs of Quebec	Treasure chest	Canadian Treasure	$5.00					
Catacombs of Quebec	Treasure chest	Dire Heart	$0.15					
Catacombs of Quebec	Treasure chest	Barbarian Armor (Body)	$10.00	o	o		o	
Catacombs of Quebec	Treasure chest	Speed Potion	$0.40	o				

Once outside, head west to Winnipeg. Stay on the road and avoid the Dire Wolves that circle around. If you're quick, you can reach Winnipeg without an encounter. Follow the path upward to the Earl of Winnipeg's office.

Fine Furs and Fury

The Earl of Winnipeg says he will help you, but not until you rid Winnipeg of its Dire Bear infestation. Bring the Dire Bear pelts back to the Earl and he'll do something to aid you.

Tip

You don't have to leave Winnipeg to hunt Dire Bears. Look for them in the northeast corner of the city.

Leave the Earl's office and head to the right, where guards stand over an injured man. Go northeast through the gap in the forest till you reach a clearing. Dire Bears roam free up here and don't take kindly to your stepping on their turds. They will punish you unless you unload major special abilities on them right away, like Kyle's Rain of Arrows or Butters' Hammer of Storms. Once you narrow the herd to one, fillet its flanks and skin your kills to bring back fuzzy rewards for the Earl.

Return to the Earl with your fresh pelts and stack them on his desk. He agrees to help you, but he's not much help. He can't read the medical document either, but he suggests that you ask the Prince to free the Minister of Montreal for his translation skills.

Holy Shit, Seriously!?

> **"Listen, it's all because the Bishop of Banff is a liberal. He does these things just to make life difficult FOR ME."**
> **—Prince of Canada**

Return to the Prince and ask him to release the Minister of Montreal from his imprisonment in the Catacombs of Quebec. The Prince, however, is afraid that the Bishop of Banff will make a play on the throne if he does. He says he'll only release the Minister if you kill the Bishop. If you weren't sure before, you've now confirmed you're going to hell in the next life.

Set out for Banff to the west of Winnipeg. Snakes slither into your path before you can reach the city. Show a little backbone and make the reptiles wish they could crawl back into the holes they came from.

> **"You are now cured of Dire AIDS. You still have AIDS, but it is no longer Dire. It is like Magic Johnson AIDS."**
> **—Nurse**

If you contract Dire AIDS at any time, the healer in Ottawa will cure you for five bucks. With the direness purged from your system, leave Ottawa and travel back to Banff, avoiding the Dire Wolves and Dire Bears along your short journey.

Walk up to the Bishop in his cathedral and give him a whack. The Bishop might talk to God on a regular basis, but the line's dead for the Big Kahuna this time. Pile on the damage from both of your special abilities to have the priest praying for his life.

When you have the Bishop on his knees, you can choose to finish him off or take the Dire Pig Testicles he offers to serve as his own when you show the Prince proof of your deadly deed. Regardless of what you choose, you will return to the Prince with the proof you need to proceed. However, if you kill the Bishop, you gain the **Dire Scepter** off his corpse. If you don't kill him, the Dire Soapbe shows up in the Banff Shop and you'll have to buy it if you want it

Before leaving, be sure to open the secret door by stepping on the switch (hidden beneath a pot) that is in the left room. Inside of the chest (on the right side of the church) you'll find the Discus of Bleeding... sweet!

Duke It Out

Return to the Prince. He double-crosses you by refusing to free the Minister of Montreal. The way the Prince figures it, with the Bishop dead and the Minister locked up, no one can threaten his seat of power. Can't really argue with him there.

The Princess feels bad, though, for breaking a promise to you. She tells you to seek out the Duke of Vancouver and gives you a letter to help your cause.

Leave Ottawa and journey to the far western side of Canada, where Vancouver awaits. Enter the city and speak with the Duke of Vancouver in his estate up top.

After he reads the letter from the Princess, the Duke tells you that in order to brave the Catacombs of Quebec and free the Minister of Montreal, you must first speak with the monks who live in the southeast part of town.

> **"You did it! Now go out and use your anus for the good of mankind."**
> **—Terrance**

Mastering the Nagasaki

Zip down to the south part of town and find the dock near the house with the CHL poster on the wall. Ride the boat across to the island. Inside the log cabin you'll find the two monks, Phillip and Terrance.

The monks don't believe you're worthy of further training. Use Dragonshout on Phillip to prove you have ass power, then use Cup-a-Spell on Terrance to show him you can control your gas. Finally, move Phillip a little bit with a Sneaky Squeaker, and the two monks will teach you the magic of a new fart technique: the earth-shattering Nagasaki.

Drop a Bomb

With a new ass-flexing power under your belt, it's time to test it out. Leave Vancouver and head east till you reach the bend in the road above Ottawa. Veer up to the north and enter the cave entrance in the hills.

Boulders block the main passage into the Catacombs. Clench and unclench your butt muscles as you put together a Nagasaki strong enough to rattle the rocks apart.

A variety of creatures attack you in the next cavern. Splatter the weaker Snakes first, followed by the Dire Wolves, and leave the Dire Bears for last. After you survive the onslaught, head south into the final chamber and stop by the green chest for some healthy loot, including the **Barbarian Armor**.

The Minister of Montreal speaks only French. It's difficult to understand a frickin' thing he says, but he does translate the medical document for you.

Holding the Stick

New Quest: Beat Up Clyde!

SPOILER ALERT!

Quest Breakdown
Step 1: Recruit the girls.
Step 2: Return to the Elven Kingdom.
Step 3: Infiltrate the Clyde's fortress.
Step 4: Destroy the Nazi Zombie Cows.
Step 5: Defeat Craig.
Step 6: Speak with Randy.
Step 7: Get inside Mr. Slave.
Step 8: Navigate Mr. Slave's insides.
Step 9: Disarm the Snuke.
Step 10: Track down Clyde.
Step 11: Defeat the Nazi Zombie Chef.
Step 12: Knock off Clyde.
Step 13: Face off against the government.

Return to South Park and speak with Annie again. She takes you into the Pleases and Sparkles Club, where the girls use the translated medical records to determine that Heidi Turner was actually the two-faced bitch. Before you leave, they've already forgiven Heidi.

With the girls on your side, head back to the Elven Kingdom. Kyle rallies the troops, and humans, elves, and the occasional Vulcan march off to Clyde's house in a mass horde.

Loot Table: Pleases and Sparkles Club

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Clubhouse	Chest near Jessie	Valkyrie Headband (Head)	$7.00	o	o		o	
Clubhouse	Chest near Jessie	Valkyrie Armor (Body)	$10.00	o	o		o	
Clubhouse	Chest near Jessie	Valkyrie Gloves (Hands)	$4.00	o	o		o	
Clubhouse	On floor in front of chest	Mouse-tik (Chinpokomon)	-	o	o			

Pleases and Sparkles Boutique

Item Type	Item	Lvl	Buy Value	Sell Value
Consumables	Health Potion (Small)	0	$1.00	$0.20
Consumables	Health Potion (Large)	0	$5.00	$1.00
Consumables	Cure Potion	0	$1.00	$0.20
Consumables	Power Potion	0	$2.00	$0.40
Consumables	Mana Potion (Small)	0	$1.50	$0.30
Consumables	Mana Potion	0	$5.00	$1.00
Consumables	Mana Potion (Large)	0	$7.50	$1.50
Consumables	Revive Potion	0	$3.00	$0.60
Consumables	Speed Potion	0	$2.00	$0.40
Consumables	Strength Potion	0	$2.00	$0.40
Consumables	Water Balloon	0	$1.50	$0.30
Weapons	Knead-ring, the Dough Hammer	12	$16.00	$3.20
Weapons	Fairy Princess Blade	13	$24.00	$4.80
Weapons	Fairy Princess Bow	12	$24.00	$4.80
Weapons	Chakram	14	$24.00	$4.80
Equipment	Stupid Spoiled Whore Gloves	11	$7.00	$0.70
Equipment	Stupid Spoiled Whore Hat	11	$11.00	$2.20
Equipment	Stupid Spoiled Whore Clothes	11	$22.00	$4.40
Equipment	Leather Gloves	12	$8.00	$1.60
Equipment	Leather Hat	12	$13.00	$2.60
Equipment	Leather Armor	12	$24.00	$4.80
Equipment	Fairy Princess Mittens	14	$10.00	$2.00
Equipment	Fairy Princess Tiara	14	$15.00	$3.00
Equipment	Fairy Princess Robes	14	$25.00	$5.00
Flair	Glitter Paint	0	$2.00	$0.40
Flair	Butterfly Face Paint	0	$2.00	$0.40
Flair	Pink Flowering Vines Facepaint	0	$2.00	$0.40
Flair	Red Flower Eyeshadow	0	$2.00	$0.40
Flair	Blue Flowering Vines Facepaint	0	$2.00	$0.40
Flair	Multicolored Flower Eyeshadow	0	$2.00	$0.40
Flair	Whore Makeup	0	$2.00	$0.40
Flair	Spoiled Whore Wig	0	$2.00	$0.40
Flair	Square Shades	0	$2.00	$0.40

Patches	Prenuptial Document	13	$10.00		$2.00

Penetrating the Fortress

“What we do here now...will be written and sung about on YouTube for days to come!”

—Cartman

Rush off with the rest of your costumed buddies and barge past Clyde’s dad when he opens the door. A mass battle erupts in Clyde’s backyard between the forces of good (uh, you) and the forces of evil (anyone with sunken eyes and a swastika on the arm).

Loot Table: Clyde’s Fortress

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Backyard	Terrance & Phillip backpack	Cash	$0.75	o				
Backyard	Terrance & Phillip backpack	Health Potion (Small)	$0.20	o				
Backyard	Terrance & Phillip backpack	Power Potion (Large)	$2.40	o				
Backyard	Terrance & Phillip backpack	Cure Potion	$0.20	o				
Backyard	Terrance & Phillip backpack	Brutish Wig (Hair)	$0.40	o			o	
Gnome Tunnel	Gnome bag	Cash	$0.75	o				
Gnome Tunnel	Gnome bag	Gnome Teeth	$0.10					
Gnome Tunnel	Gnome bag	Dairy Council Patch (Patch)	$4.00	o			o	
Gnome Tunnel	Gnome bag	Health Potion (Large)	$1.00	o				
First Level	Chest inside the Armory	Lawn Dart (Ranged)	$19.00	o	o		o	
First Level	Chest inside the Armory	Cash	$0.35	o				
First Level	Chest inside the Armory	Spiked Wristband	$0.15					
First Level	Chest inside the Armory	Screwdriver	$0.30					
First Level	Chest inside the Armory	Berserker Patch (Patch)	$2.00	o			o	
First Level	Loot - Savage	Knight Gauntlets (Hands)	$7.00	o	o		o	
First Level	Loot - Savage	Cash	$0.90	o				
First Level	Loot - Savage	Spiked Wristband	$0.15					
First Level	Loot - Savage	Old Baseball Glove	$0.25					
Third Level	Loot - Demolisher	Lightning Rod (Strap-on)	$4.00	o			o	
Third Level	Loot - Demolisher	Cash	$0.50	o				
Third Level	Loot - Demolisher	Health Potion (Large)	$1.00	o				
Third Level	Loot - Demolisher	Broken Chain	$0.10					
Third Level	Chest in the right spire	Cash	$0.50	o				
Third Level	Chest in the right spire	Clyde’s Rulebook	$0.30					
Third Level	Chest in the right spire	Mana Potion (Large)	$1.50	o				

Third Level	Chest in the right spire	Knight Helmet (Head)	$10.00	o	o	o
Third Level	Bag in the left spire	Shard of the Dark Lord's Crown (Strap-on)	$4.00	o		o
Third Level	Bag in the left spire	Revive Potion	$0.60	o		
Third Level	Bag in the left spire	Broken Chain	$0.10			
Third Level	Bag in the left spire	Spiked Wristband	$0.15			
Third Level	Bag in the left spire	Power Potion	$0.40	o		
Craig's Room	Loot - Craig	Brimstone (Strap-on)	$6.00	o		o
Craig's Room	Loot - Craig	Cash	$1.25	o		
Craig's Room	Loot - Craig	Mana Potion	$1.00	o		
Craig's Room	Loot - Craig	Mana Potion (Large)	$1.50	o		
Craig's Room	Loot - Craig	Spiked Wristband	$0.15			
Craig's Room	Loot - Craig	Baseball Card	$0.10			
Craig's Room	Chest on the upper balcony	Knight Armor (Body)	$15.00	o	o	o
Craig's Room	Chest on the upper balcony	Clyde's Rulebook	$0.30			
Craig's Room	Chest on the upper balcony	Power Potion (Large)	$2.40	o		
Craig's Room	Chest on the upper balcony	Water Balloon	$0.30	o		
Craig's Room	Chest on the upper balcony	Cash	$2.50	o		

Order Butters to heal Wendy and she'll reward you with the Superhero Patch. Use Nagasaki on the drawbridge to destroy the gargoyle on each side. You can now enter the fortress grounds.

The puddle in front of the main gate is electrified. To shut it down, you need to deactivate the generator on the right side. Squeeze out your alien probe and use the robotic eye to teleport you up to the level with the generator. Pull the plug and shut off the power.

Tip

Command Butters to help out Wendy with her injury to get the Superhero Patch

Use your alien probe to beam back down to the main gate. A Cutpurse and Highwayman guard the entrance, but they're really no match for you and your special abilities. Strike true with combos and use Perfect Blocks when they counterattack to stay up on them in HP. Before long you'll rob them of their will to live. Smash the main gate to enter the inner fortress.

It gets tougher inside on the first floor. Two enemies man rocket launchers on the balcony above you, while a barricade prevents you from moving ahead too far. Immediately smash through the barricade to battle the enemies on the other side, or call forth Kenny to flash his boobs to lure the enemies past the barricade and into the rocket line of fire. Duck under the balcony to escape rocket fire and open the red toolbox for the **Lawn Dart** and other loot.

Caution

If you get hit by a rocket, hide under the balcony until you recover full HP. You don't want to start a fight with the defenders after being wounded by a rocket.

The barricade guards—a Shadow Knight, Black Wizard, and Dark Templar—charge you after their defense crumbles. Use ranged weapons or multiple-target special abilities to kill the Dark Templar first so he can't raise anyone from the dead, then concentrate your remaining attacks on the other two.

After you defeat the barricade guards, quickly move to the right side of the room, where you're safe from the balcony rocket fire. To open the secret passage into the fortress, shoot the bowling ball on the shelf so that it rolls off and puts a hole in the floor. Use your Gnome Dust to shrink down and enter the new hole.

Nazi Zombie Giant Rats defend the secret passage, but you can eliminate one of them by shooting the red lighter. The explosion kills the Giant Rat on the lower section, leaving only one to snuff out—an easy task for veteran warriors of the battles of the Giggling Donkey and South Park Elementary. Grab the loot bag in the bottom left for the **Dairy Council Patch** and other loot.

Tip

You can also command Butters to heal the injured gnome, and the little guy will kill the topmost rat.

The secret passage leads outside to the back of the fortress. Since you've already cleared the backyard, climb up the drainpipe and surprise the enemies manning the rocket launchers.

Note

If you don't use the drainpipe in the secret passage, you can shoot down the rope ladder and climb up to the balcony.

A Savage and a Demolisher fire the rocket launchers, but you can finally reach them up on the balcony. Target the weaker Savage first; he should drop quickly. The more durable Demolisher will take longer, but two-on-one should defuse his rocket-loving days. Gain the **Knight Gauntlets** from the Demolisher.

After you raid the bodies, climb the ladder on the left side of the balcony. You emerge on the second level, which is guarded by a Nazi Zombie Adult and some of his kids.

Smash through the wooden barrier in the center of the room and make quick work of the Nazi Zombie Kids with your special abilities.

Stand under the right side of the Nazi Zombie Adult's platform and break out your Nagasaki attack. Create a ferocious rumble until the whole platform shatters and the Nazi Zombie Adult falls to his doom. Stan swings in to the window with the help of your pirate friends and lowers a rope ladder for you to limb up to the third level.

The gatehouse on the third level is closed. To raise it, you must turn a wheel on either side of the level. Unfortunately, the wheels are barricaded by uptight allies of Clyde.

On the left side, target the hole in the tower and shoot the lantern inside. It drops into the tower room and sets one of the enemies on fire. Use your alien probe to teleport past the barrier and attack the remaining Savage and Bully Girl. Illustrate for them the real definition of "bully."

Turn the wheel on the catwalk next to the tower. The gate rises halfway; you need to finish raising the second half.

Caution

Don't forget to use the teleporter to get the elusive Chinpokomon, Shoe from the balcony above the door. This will be your only chance to do so.

Take care of the enemies on the right side. After you stack up their corpses like cordwood, turn the second wheel. The gate fully opens and you can enter the most bizarre stable you've ever seen.

Extreme Cow Tipping

Clyde's second-in-command, Craig, stands guard on a balcony overlooking a stable for Nazi Zombie Cows wearing officer hats on their heads and swastika armbands on their legs. Shortly after you enter, Craig tries to work the winch that lowers the rope ladder to your level, but he has trouble at first. You have a few seconds to act; if you don't destroy the cows while in their cells, they will join the attack when Craig finally drops the ladder.

As Craig fiddles with his winch, cut to your left and shoot the lantern on the balcony. Cup-a-Spell the flame in the broken lantern to blow open the planks on the window. This allows Stan to slip in and eliminate the first Nazi Zombie Cow.

Quickly cross to the right side of the room and look for Ike in the balcony window. Tap into the power of Nagasaki to shatter the planks on Ike's window and let him in. After Ike lights the ropes on fire, Cup-a-Spell the flames to eliminate the second Nazi Zombie Cow.

Craig finally gets the rope ladder down and attacks with the remaining Nazi Zombie Cow. Make hamburger meat out of the cow with your first attack volley, then dial up the potency on your next series of attacks on Craig. Snack to stay high on HP while whittling Craig's HP down.

Craig will split into four other selves midway through the fight. Because you were only focusing on single targets earlier in the fight, you should have special abilities left that target multiple opponents. Hit the Craig clump with the multiple-target abilities and cut the fake Craigs down one by one until only the original remains. Finish off Craig before he can second-guess his second-in-command role.

"Now, let's see how you fare against the Dark Lord's chief assassin and some cows."

—Craig

Slave Labor

Climb the central ladder and continue into the next room. Randy, dressed in a gladiator's outfit, meets up with you and explains that Snukes that can explode all of South Park have been implanted in Mr. Slave's ass. He needs an expert in shrinkage and the gluteus maximus: you.

While everyone is thinking about who can disarm the nukes, shrink down with your gnome dust and approach Mr. Slave, who happily lets you crawl up his butt. Continue up the colon to the right and look for the mysterious Frog King.

The Frog King warns you that your journey inside Mr. Slave is a dangerous one. The way back is blocked by the large sphincter, and you must make haste to the large intestine.

Work your way through the body cavity until you reach the first semen wall. As with all semen walls, hack away at the gooey membrane until it puddles at your feet and you're free to carry on.

Cut through the next semen wall and, steeling your nerve, slip into the used blue condom. Hack at the tip to puncture the condom and walk through to the other side.

As you exit the blue condom, green Bacteria will shuffle over and attack you. The Bacteria will try to infect you through direct contact or rain down germs on your head, but if you block well you can counterattack with more than enough force to cure what ails you.

Climb up the half-chewed corncob to the next level and command Stan to short out the part of the Snuke that is shooting out electricity. Shoot the red gland to reveal a robotic eye, then use your alien probe to teleport to the far side.

Beat up the Nazi Zombie Bacteria and circle down to another semen wall. Cut through it to reach the other side. Continue onward to the far end and climb up Mr. Hat to reach the next level.

The next section is blocked by a pool ball. You can only dislodge it with your Nagasaki ability. Get the pool ball shaking until it fractures and you can cut through the hole in its stripe.

Nazi Zombie Bacteria swarm you in the body cavity with the cell phone stuck in the wall. As Big Gay Al calls in on the cell phone, Nazi Zombie Bacteria attack. Recover the **Vibroblade** from the Nazi Zombie Bacteria at the end of the battle, and answer Big Gay Al's call to gain another friend.

Climb atop the flashlight lodged in next section. It won't turn on until you drop down to the battery compartment and stick in the batteries.

Turn the flashlight on. The sudden light disturbs a bat, who flies out of Mr. Slave's ass and escapes.

Collect the loot in the chest in front of the flashlight and then climb up the large, pink anal beads. Though your mind wants to think of the dark gooey substance on the beads as chocolate syrup, it's not. Better not to think too hard at all.

Loot Table: Mr. Slave's Ass

N = Not Junk / C = Collectable / Q = Quest Item / E = Equipment / D = Dye

General Area	Location	Item	$$$ Value	N	C	Q	E	D
Large Intestine	Loot - Nazi Zombie Bacteria near phone	Vibroblade (Melee)	$33.80	o	o		o	
Large Intestine	Loot - Nazi Zombie Bacteria near phone	Fungus Patch (Patch)	$2.00	o			o	
Large Intestine	Loot - Nazi Zombie Bacteria near phone	Cash	$0.60	o				
Large Intestine	Loot - Nazi Zombie Bacteria near phone	Health Potion (Small)	$0.20	o				
Large Intestine	Loot - Nazi Zombie Bacteria near phone	Armband	$0.30					
Large Intestine	Loot - Nazi Zombie Bacteria near phone	Glowing Goo	$0.35					
Large Intestine	Loot bag near phone	Health Potion (Large)	$1.00	o				
Large Intestine	Loot bag near phone	Mana Potion (Large)	$1.50	o				
Large Intestine	Loot bag near phone	Strength Potion	$0.40	o				
Large Intestine	Chest near flashlight	Cash	$1.10	o				
Large Intestine	Chest near flashlight	Condom Cap (Head)	$4.00	o	o		o	
Large Intestine	Chest near flashlight	Ghost Pepper (Patch)	$2.00	o			o	
Large Intestine	Loot - SWAT Marksman	Tactical Armor Pad (Patch)	$4.00	o			o	
Large Intestine	Loot - SWAT Marksman	Cash	$0.50	o				
Large Intestine	Loot - SWAT Marksman	Power Potion	$0.40	o				
Large Intestine	Loot - SWAT Marksman	The Poop that Took a Pee	$0.60					
Stomach	Loot bag	Revive Potion	$0.60	o				
Stomach	Loot bag	Brown Badge of Courage (Patch)	$4.00	o			o	
Stomach	Loot bag	Torn Condom	$0.07					

Sparrow Prince and Catatafish

You meet up with the Sparrow Prince in the next section. You must defeat the Sparrow Prince and his Nazi Zombie Bacteria lackeys to continue. Kill the Bacteria first to get them out of the way. The Sparrow Prince's death will take some time. Throw everything you've got at him until the only throne he's likely to see soon is a flush down the toilet.

Walk forward until you reach the gerbil bones. Give a nice crack to shatter them into pieces and continue to the dildo.

You can't get atop the dildo until you dislodge some of the shit it's stuck in. Lucky for you, Mr. Slave has another pool ball wedged into his vast rectum. Nagasaki the pool ball to split it open and create a new ramp for you to climb up on the dildo.

Hit the semen hanging in front of the robotic eye at the top of dildo. Use your alien probe to beam down to the ledge next to the dildo's switch.

Turn the dildo on. It burrows through the blockage and creates a new passage for you to try. Put as much distance as you can between this ugly scene and the next section ahead.

"Yeah, but how come we always get the shit jobs. Go clean up the barracks, go round up the civilians in their home. Go up a gay man's butthole and guard against intruders. Fuckin' sucks."

—Government Guard

Two SWAT Marksmen intercept you as you near the Snuke. They aren't happy to be here, and they're going to be less happy when you give them a thrashing.

Continue into the stomach. Catatafish appears and tells you that he was unsuccessful in turning off the trigger on the Snuke's thermonuclear device, so it's up to you. No pressure, dude.

Disarm or Die

Call Jimmy into your party and command him to access the handicap button on the Snuke. The ramp lowers so you can access the deactivation controls. Might as well dump the loot in the nearby duffel bag into your pockets; it may be the last loot you see if you do this next bit wrong.

Caution

If you fail to disarm the Snuke, you die. Game over. Watch the mushroom cloud expand and call it a day.

As in the abortion mini-game you practiced on back in the clinic, you must administer a needle to the Snuke's innards. Stick it in when your gauge is in the safe zone.

Again, tap into your training as an abortion doctor and wiggle the stick around in the Snuke until your meter is full. Two procedures down, one to go. Just don't make a mistake now.

Wait, that's not supposed to happen! If you accidentally set off the Snuke, boom—it's game over. Reload and try again with steadier hands.

Vacuum out the Snuke for the third procedure. Stop each time a chip gets stuck in the vacuum.

Perform all three procedures well and you not only deactivate the Snuke, but you get shot out Mr. Slave's ass to freedom. The three strange, glowing animals congratulate you and warn of further dangers ahead.

You all decide it's time to put an end to Clyde's mischief. Exit to the left and take the catwalk outside to the green curtains that open into the throne room. For escaping Mr. Slave's ass, you are awarded the **Crown of Anal Pleasure**, one of the highest armor ratings for a helm in the game.

Beat Up, Clyde! No, for Real This Time!

You finally corral Clyde in his throne room. He plans to use his Taco Bell sauce to turn the world into his personal army of darkness. When you explain to him that the green sauce isn't from Taco Bell, he thinks you're fools and pumps it into a nearby coffin. Out pops Nazi Zombie Chef to battle for him.

When we say Nazi Zombie Chef has a lot of hit points, we mean a lot, as your whole gang combined wouldn't have as many as he does and only two of you are allowed to fight him. You may want to choose Cartman to deliver some of those mind-numbing Curses or his patented super-flaming ass attacks. Chow down on snacks to stay in the fight, and pile on all your special attacks to chip away at Chef's HP. You will be drained down to almost nothing by the time you beat him.

After you soufflé Chef, Cartman gets in Clyde's face. They have a heated argument and Cartman punts Clyde over the balcony. Clyde manages to grab on momentarily before falling to his death in the backyard.

Note

For your supreme efforts in the quest for the Stick of Truth, you are rewarded the new title of King Douchebag.

Just as you’re leaving the fortress, spotlights shine on you and highly trained military commandos surround you. The government reveals that you are the Dragonborne, a kid of unknown power and plenty of drama. Big Bad Government Guy also reveals that he now has the Stick of Truth and he’s not letting you go until you tell him how to use it.

When Big Bad Government Guy is told how powerful the Stick is, he strips down naked and starts dancing around like a drunken pirate who just scored the lost treasure of Atlantis. He’s power-mad and asks for anyone to give up their loyalties to their friends and side with him. No one does—until Kenny steps over to his side.

We also get a guest appearance by Morgan Freeman, who narrates the whole story behind Kenny’s connection to the Stick of Truth. It was more pleasant when he talked about penguins.

Holding the Stick

New Quest: Betrayal from Within

SPOILER ALERT!

Quest Breakdown
Step 1: Stop in the shop and spend all your money.
Step 2: Confront Kenny.
Step 3: Defeat Nazi Zombie Princess Kenny.
Step 4: Save South Park!
Step 5: Get rid of the Stick of Truth.

Kenny and Big Bad Government Guy retreat to the highest level of the fortress. Follow them along the ledges as you watch the massive battle of humans and elves versus the army of darkness below.

Conveniently, Clyde has commissioned a shop in his fortress. Stop inside the shop before chasing down Kenny and spend whatever money you have to fully stock your consumables and upgrade gear. This is your last major battle, so you might as well splurge.

Note

The multiple consumables listed in this shop are different types. For instance: there are Cheesy Poofs, Crunchies Chips, and Chocolate. They are all different looking and stack differently, but they all heal for the same amount of health, since they are all Small Health Potions.

Ye Old Shoppe

Item Type	Item	Lvl	Buy Value	Sell Value
Consumable	Health Potion (Small)	0	$1.00	$0.20
Consumable	Health Potion (Small)	0	$1.00	$0.20
Consumable	Health Potion (Small)	0	$1.00	$0.20
Consumable	Health Potion (Large)	0	$5.00	$1.00
Consumable	Health Potion (Large)	0	$5.00	$1.00
Consumable	Health Potion (Large)	0	$5.00	$1.00
Consumable	Cure Potion	0	$1.00	$0.20
Consumable	Power Potion	0	$2.00	$0.40
Consumable	Power Potion (Large)	0	$12.00	$2.40
Consumable	Mana Potion (Small)	0	$1.50	$0.30
Consumable	Mana Potion (Small)	0	$1.50	$0.30
Consumable	Mana Potion	0	$5.00	$1.00
Consumable	Mana Potion	0	$5.00	$1.00
Consumable	Mana Potion (Large)	0	$7.50	$1.50
Consumable	Revive Potion	0	$3.00	$0.60
Consumable	Speed Potion	0	$2.00	$0.40
Consumable	Strength Potion	0	$2.00	$0.40
Consumable	Water Balloon	0	$1.50	$0.30
Flair	Clyde Wig	0	$2.00	$0.40
Strap-ons	Hot Topic Catalog	14	$20.00	$4.00
Strap-ons	Bayonette	14	$20.00	$4.00
Patches	Six-fingered Hand Patch	14	$20.00	$4.00

Kenny controls the Stick of Truth, and you must wipe the floor with the Princess hard enough to make him a dirty blonde.

She'll send rainbows at you and a squadron of scurrying mice; Perfect Block as best you can and survive with snacks. Counterattack with your best special abilities and beat the Princess in round one.

Round two begins when Princess Kenny quaffs the green goo. Not ready to surrender, Kenny becomes Nazi Zombie Princess Kenny. The dead complexion doesn't do much for her feminine charm.

"No! Fuck you! I am the fairest maiden in all the land!"
—Kenny

Kenny's zombie version likes to sip green goo and heal. Counteract the healing with gross-out effects or major damage from your most potent special abilities. If you deal more damage than Kenny heals, you can finally put an end to the zombie threat and regain the Stick of Truth. Double huzzah!

To beat Nazi Zombie Kenny, you will have to go through a lot of Health Potions and Power Potions with rounds and rounds of fighting. Use abilities that cut down on his armor, such as the Jew's Circum-scythe, and pile on the damage. Eventually, Kenny will launch a special attack against you that only your buddy can stop. For example, he might send a Nazi Grim Reaper at you, which can only be stopped by Butters, or a flood of rats that can only be tamed by Jimmy's flute. When the special attack occurs, mash the button that's displayed and your buddy will take care of the rest.

Once your buddy removes Nazi Princess Kenny's special attack, the final step in the battle involves Cartman asking you to do the one thing you should never do--fart on a man's balls. Cartman will sneak behind Kenny and grab him from behind, exposing Kenny's privates. If you don't have enough mana, quaff a Mana Potion and load up one of your magic attacks like Dragonshout. A successful fart on Kenny wins you the final battle!

With Kenny defeated and the Stick of Truth returned to its rightful owners, South Park's citizens transform from uptight, man-eating monsters to uptight, fast-food-eating townsfolk.

South Park looks like a war zone, but the sun rises and the construction crews have holes to fill in. At least somebody's loving the destruction.

You, Kyle, Stan, and Cartman reconvene at Stark's Pond. You decide that maybe, just maybe, the Stick of Truth isn't such a good thing to have around conveniently sitting on a velvet pillow for anyone to steal. With a mighty heave, Cartman chucks the Stick out into the pond, where it sinks below the ripples and is lost in the mysterious waters.

The boys want to play a new game. Dinosaur Hunters? Pharaohs and Mummies? They ask you what you think. You finally speak, and the boys stare at you as you walk away. Cartman's final words are, "Wow, what a dick."

Side Quests

Big Game Huntin with Jimbo

Video is restricted

SPOILER ALERT!

Quest Breakdown

Step 1: Travel to Jimbo's Guns.
Step 2: Buy the *Hunter's Guide to South Park Wildlife*.
Step 3: Use the Rubbing Alcohol to defeat the Mutant Bacteria.
Step 4: Use the Moldy Sausage to defeat the Rabid Junkyard Dog.
Step 5: Use the Blood Orange to defeat the Bloodsucking Fruit Bat.
Step 6: Use the Fromunda Cheese to defeat the Penis Mouse.
Step 7: Use the Cow Bell to defeat the Farm Cow.
Step 8: Use the Poutine to defeat the Canadian Barking Spider.
Step 9: Return to Jimbo for your rewards.

Jimbo's Guns, located in the northwest corner of the map, is the site of the side quest "Big Game Huntin' with Jimbo." Take the Fast Travel Flag to Restaurant Row and head left until you reach the first brown building.

Caution

Ideally, you want to tame the Mutant Bacteria on Day 2's "Attack the School" main quest. If you miss your chance during the main quest, you can return to the school through the side door; you just can't use the front door.

Speak with Jimbo at the counter and listen to him reminisce about all the great beasts loose in Colorado. It's a hunter's dream, and Jimbo wants you to track down six of the stranger beasties: Mutant Bacteria (in the school basement), Rabid Junkyard Dog (Kenny's house), Bloodsucking Fruit Bat (sewers), Penis Mouse (sewers), Farm Cow (farm), and Canadian Barking Spider (Canada). Buy the *Hunter's Guide to South Park Wildlife* for three bucks to start the side quest.

While on the "Attack the School" quest, look for the Mutant Bacteria in the basement, hidden away in the boiler room. Take the Rubbing Alcohol out and place it on the table next to the petri dishes with your friends' names taped on them.

The Mutant Bacteria appears and attacks. All the beasties you're hunting have potent attacks, so try to stun them if you can, and stock up on snacks for healing and effects-removal to counteract damage and debuffs.

Block as best you can and tag team on the Mutant Bacteria until it becomes a puddle. Continue the "Attack the School" quest and return to Jimbo's Guns when you have a chance.

Each time you return and speak with Jimbo after completing a step in the quest, he will reward you with an item to modify your weapons or armor, such as the **Mr. Yuck Patch** for killing the Mutant Bacteria.

Other than the Mutant Bacteria in the elementary school, you can complete the hunting objectives in any order you like. If you want to go from closest to farthest, head out to Kenny's house first. Pass the garage and look for a few dog bones next to a pile of discarded bottles. You might have to defeat the pesky hobo that stands up by the car on blocks. He will likely attack you before you can call forth the Rabid Junkyard Dog.

When you're ready, place the Moldy Sausage on the deflated inner tube next to the bones. The Rabid Junkyard Dog comes calling.

As with all the other beasties, try to stun the Rabid Junkyard Dog early in the fight before it has a chance to gnaw off your face or hump your leg. After beating the slobbering Doberman, return to Jimbo and he'll reward you with the **Studded Dog Collar**.

Head to the sewers next, where you can knock off two more beasts in the scum-filled maze. Use the alien probe to leap the gap in the first tunnel section, and head down the ladder at the end. Shoot the red wheel above the next sewage pipe and rush past the grate before the pipe gushes again. Loop around back and continue forward (past the Hankeys' house) until you reach a receding tunnel with a ladder. Go up the ladder and head right out to the catwalk and then back in to the stone passage before meeting up with two Angry Hobos at the next tunnel. Shoot the red wheel atop the next sewage pipe and continue to the right.

Smash apart the wooden pallet up against the wall to reveal a switch. Pull the switch to raise the nearby gate and then take the ladder inside to the next level. Continue to the left through the hole until you see two red eyes glowing in a cracked wall section.

Place the Fromunda Cheese on the skull pile to draw out the Penis Mouse.

The freakish mouse may look like a pushover, but it's not. If anything, its attacks are more horrific than those of the previous two beasts. Stun it quickly and pour on the damage before it can take out both of you.

Once you've finished the Penis Mouse off, probably with a few of your more powerful abilities, you can return to Jimbo for your special **Animal Testicle** weapon strap-on, but for now, stay in the sewers to find your next foe.

Retrace your steps to where you broke the wooden pallet, and go left until you reach the next ladder down. Take it to reach the back end of the sewers. Continue right, following the "Emergency Exit" sign.

Twist the yellow valve to lower the sewage flow so that you can cross back to the front path. Go right until you reach a dead-end corner with a hanging ladder. Shoot down the ladder and climb up. Go left and then through the nearby tunnel, which connects you with the back end of the sewers again. Pull the lever, cross the sewage pipe, and smash the wooden pallet to reach a ladder that takes you down to another tunnel. Shoot the red wheel on the next sewage pipe and take the next ladder down on the right. You'll fight another group of hobos in front of a section of cracked wall that can be broken to reach a hidden green duffel bag. Go left and then through the next tunnel. Continue left and twist the yellow valve to bypass the next sewage pipe and head through the tunnel with the red light.

You've now reached the cave section of the sewers. Descend the ladder and go right. The Crab Person bangs on his mega drum set in the background, and you may have to fight a Giant Bat or two. Continue all the way to the right until you see the ladder leading up to a manhole cover at the Bijou Theatre. Shatter the cracked stalagmite blocking a side path.

Follow the side path until you find a pile of guano. Place your Blood Orange on the guano pile to lure out the Bloodsucking Fruit Bat.

Gang up on the Bloodsucking Fruit Bat as best you can. If one of you goes down, use a Revive Potion and get back into the fight as quickly as possible. Rely on stunning and special abilities to bring the winged beast down.

Once you've beaten the Bloodsucking Fruit Bat, return to Jimbo. It's much faster to exit via the ladder to Bijou Theatre. Jimbo rewards you with the **Plastic Vampire Teeth** weapon strap-on.

Next, head out to the farm and ring the Cow Bell at the gate. A normal-looking cow strolls up to you.

Take one whack at it and the cow dies. Yep, you've just killed a normal cow. Return to Jimbo. He tells you that they lost half a unit to a farm cow when they were stationed in Hanoi. You receive the **Suit of Armor Patch** equipment patch for your butchery.

Your final foe hides up in Canada. Note that you won't be able to get at it until you've opened up the border with a passport in the "Heading North" main quest. Once the border is open, look for the Canadian Barking Spider in the spiderweb nestled in the woods above Quebec. Use the Poutine to access the spiderweb and summon the spider.

Do whatever you can to squish the oversized arachnid. Try stunning it and then slicing away with your best weapons. Unload your special abilities on it while avoiding its poisonous mandibles.

When the beast flips belly up, you've cured your arachnophobia and can move on. Be careful to exit Canada without running into too many Dire Bears and Dire Wolves.

Return to Jimbo for your final rewards: an **Obsidian Shard** weapon strap-on and **Jimbo's Key**. Use the key to open the treasure chest on the highest shelf, reached via your alien probe. And hey, you've made Jimbo and Ned happy campers reveling in the tales of hunting glory. Just don't go out in the woods alone with these guys.

Side Quests

Defeat ManBearPig

Note

See the “ManBearPig” side quest for complete details.

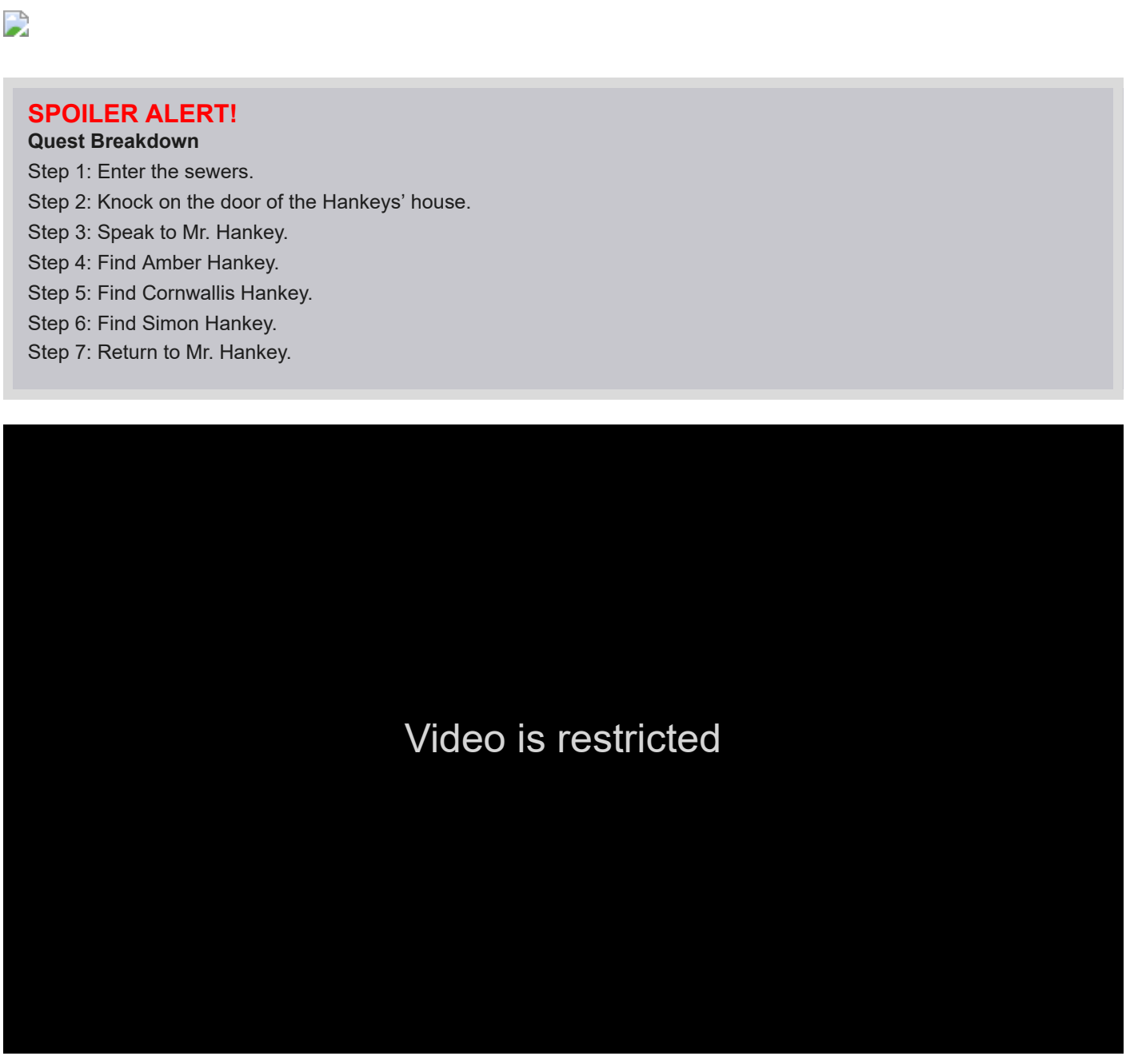
Side Quests

Dropping the Kids Off

SPOILER ALERT!

Quest Breakdown

Step 1: Enter the sewers.
Step 2: Knock on the door of the Hankeys' house.
Step 3: Speak to Mr. Hankey.
Step 4: Find Amber Hankey.
Step 5: Find Cornwallis Hankey.
Step 6: Find Simon Hankey.
Step 7: Return to Mr. Hankey.



Seek out the Hankeys' house in the sewers for this side quest. It is easy to find in the sewer: descend the first ladder, go past the first sewage pipe, and you'll find the house around the corner from the generator. Flip the switch on the wall to raise the gate, and pick up the **Gerbitoad** Chinpokomon on your way to knock on the door.

Mr. Hankey gives you a big "Howdddddy Ho!" greeting at the door. Unfortunately, it goes downhill from there, as his wife, in her drunken stupor, has lost the kids. It's your job to find them in the sewers and return them home.

Go left from the house and dart across the first sewage pipe you come across. Fight the Mutant Rats on the far side to gain access to the next ladder.

Amber calls out to you from her perch in the middle of a sewage waterfall. You can't reach her from here; you must go up top and shut off the sewage pipe first.

Climb the ladder and take the catwalk around to the left side. Turn the yellow valve to shut off the sewage and descend the ladder under the pipe.

Speak with Amber on her perch. She thanks you and sends you a friend request before running back home.

Climb back up and take the catwalk to the right this time. Continue through a hole in the wall and past a ladder down. You'll come to a dead-end with sealed gate, a wooden pallet on the wall, and a ladder going down. When you aren't on the "Dropping the Kids Off" side quest, a construction barricade blocks off this hole, but the ladder is open now.

Climb down the ladder to find two Drunken Hobos looking for quarters for a "Shit Show" with Cornwallis the star attraction. Give them two cents of your own and bust up the party.

The hobos have pet rats with them too. Use your best multiple-opponent ability to stymie their series of attacks and retaliate on the hobos first. If you can team up on the hobos one at a time, you can remove them from combat quickly and avoid the damage piling up. You can always throw down a fart to make them stink worse than when you met.

Beat the Drunken Hobos and you free Cornwallis. He befriends you and hightails it back home.

Go back up and take the ladder you skipped on your way to Cornwallis. This leads to the back end of the sewers. Follow it to the right until you reach a yellow valve. Turn it to lower the sewage level. Cross to the front, near the power generator, and head to the right.

Continue right until you reach a dead-end corner. Use your ranged weapon to shoot down a ladder overhead and climb up. Go left past the tunnel and shoot another red wheel above the next sewer pipe to slow the flow.

Cross before the sludge douses you and smash the wooden pallet on the wall to reveal a hole. Crawl through the hole and follow the catwalk to the left.

You enter a room; Simon stands in a sewer grate in the corner. He asks you for help with the rats milling about underneath the grate. They're of the normal variety, and each dies with a single stroke.

But—and a big but it is—Mama Rat ain't too happy about you killing her offspring. She arrives with five more Baby Rats to chew you out. Squish the Baby Rats quickly so they can't swarm, then turn your two attacks around on Mama Rat. If a nasty bite slips through your blocks, hit her with a stun attack to limit her opportunities.

You save Simon from being a floater, and he sends you a friend request before getting back home.

Return to the Hankey house and speak with Mr. Hankey. Both parents thank you and give you two more friend requests. Mr. Hankey also hands you a **Piece of Poo**, a powerful item that summons Mr. Hankey to fight for you once per day. It might look shitty, but it's actually a great resource should a later combat be going down the toilet.

Find Jesus

Video is restricted

SPOILER ALERT!

Quest Breakdown

Step 1: Speak with Father Maxi in front of City Hall.
Step 2: Look for Jesus in the church pews.
Step 3: Return to Father Maxi.
Step 4: Adjust the spotlights on the podium.
Step 5: urn off the church lights to see Jesus's shadow on the wall.
Step 6: Return to Father Maxi.

Speak with Father Maxi as he's sitting on the bench outside of City Hall. To help you with the troubles that ail you, Father Maxi will ask you to "Find Jesus," and the joke is that Jesus is literally hiding in the church.

Head to the church. You can use a Fast Travel Flag to zip right there.

Look for Jesus inside the church hiding in the pews. You'll hear him laugh and he'll pop his head up from time to time. As soon as you spot him, race over and tag the Son of God.

Return to Father Maxi. He asks you not to despair, for many find Jesus only to lose him later. You'll have to find him a second time.

Go back to the church. This time Jesus is nowhere to be found in the pews; his immaterial self is really good at hide and seek. Head up to the altar and turn the spotlights on either side of the stage to point toward the central podium.

Now switch off the lights. Suddenly, Jesus's shadow appears on the wall behind the podium. You've found this "Holy Spirit" for the second time.

When you complete "Find Jesus," you gain Father Maxi and Christ as friends. Jesus also hands you the **Rosary**, which can be used once a day to summon the Right Hand of the Lord to fight for you.

Side Quests

Flower for a Princess

SPOILER ALERT!

Quest Breakdown

Step 1: Speak with Princess Kenny at Kupa Keep.

Step 2: Retrieve the Daffodil from Cartman's backyard.

Step 3: Give the flower to Princess Kenny.

Speak with Princess Kenny at Kupa Keep when you have the urge to actually understand what Kenny is saying. Somehow you figure out that the fair maiden would like a flower.

Hunt for Kenny's gift, a Daffodil, in Cartman's backyard on the left side by the fence between the Pool of Vision and the stack of wood. Pluck out the flower and return to Princess Kenny.

Hand Kenny the flower and he rewards you with an embarrassed mumble and one more social networking friend on your profile.

Side Quests

Hide N Seek

SPOILER ALERT!

Quest Breakdown

Step 1: Speak with Filmore at the Kids' Park.
Step 2: Find Sally at Mr. Slave's house.
Step 3: Find Quaid in the sewers.
Step 4: Find Filmore in the bank.
Step 5: Find Flora at the Tower of Peace.
Step 6: Find Billy at the farm.
Step 7: Find Jenny at Stark's Pond
Step 8: Return to Kids' Park.

Notice the little kids running around the basketball court in Kids' Park? Speak with the kid in the red shirt, Filmore, and the kindergartners will scatter in a citywide game of hide and seek. You have to find all six kids' hiding spots to complete the quest and gain a half dozen social networking friends.

Go toward Mr. Slave's red house to the right of Kids' Park first. Sally hides in the trees behind the garbage can to the left of the garage. Speak with her to discover her hiding spot.

You can find Quaid in the sewers. Go down the manhole ladder in front of the South Park Gazette and he's right there, squatting down behind a mound of trash. Speak with him to discover his hiding spot.

Go to the bank next. Walk behind the counter until it becomes transparent, and you'll spot Filmore. Talk to him to blow up his spot.

A walk out to the Tower of Peace reveals Flora behind a street lamp. Speak with her to discover her hiding spot.

Reverse direction and head to the opposite side of town. Billy hides in the left corner of the farm by the white picket fence. Speak with him to discover his hiding spot.

You can find Jenny at Stark's Pond on the path that leads to the red backpack. Speak with her to discover the final hiding spot.

Return to Kids' Park and you'll see all six kids accounted for and back to their normal routine around the hoop. Six friend requests is a nice reward for a simple jaunt around town.

Side Quests

The Homeless Problem

SPOILER ALERT!

Quest Breakdown

Step 1: Go to City Hall.

Step 2: Speak with Mayor McDaniels.

Step 3: Clean up seven homeless spots.

Step 4: Return to Mayor McDaniels.

Head over to City Hall if you're bummed out about the vagrant problem in the city.

Go inside and speak with Mayor McDaniels. She wants the hobos out of the city so that South Park looks more appealing and compassionate.

The homeless are all around the town. Look for one in the U-Stor-It truck, or one off of the bus stop.

Others hang out behind Kenny's house.

The majority, however, camp out in the sewers. Wander through the tunnels until you trigger the remaining four hobo encounters.

Get ready to block when hobos throw their bottles at you or try to kick your teeth in. They also tend to bring rats along with them, but the real threat is letting two hobos gang up on you. Reverse that theory: You and your buddy should target a single hobo and gang up on him. The quicker you eliminate one hobo, the better chance you have to win the fight without dipping into too many consumables.

Once you've wiped out seven homeless spots, return to Mayor McDaniels at City Hall. She befriends you and forks over 15 bucks for your cleaning efforts on behalf of the city.

Side Quests

Magical Songs

SPOILER ALERT!

Quest Breakdown

Step 1: Stop in at the Elven Kingdom in Kyle's backyard and speak with Jimmy.
Step 2: Travel to the farm.
Step 3: Speak with Rancher Bill.
Step 4: Enter the barn and confront the Nazi Zombie Cows.
Step 5: Survive the Nazi Zombie Cows attack.
Step 6: Retrieve the Flute from barn rafters.
Step 7: Return to Rancher Bill.

Stop in at the Elven Kingdom in Kyle's backyard. Speak with Jimmy, who asks you to accompany him on a quest to claim a Flute to improve his formidable 10th-level Bard talents.

Note

Jimmy must be your buddy to accomplish this side quest.

Head to the farm on the path north of U-Stor-It.

Speak with Rancher Bill about the Flute. He's willing to part with it but warns that there are some weird cows holed up in the barn. You'll have to get through them first.

Cross the barnyard and open the barn door with the key Rancher Bill gives you. Several Nazi Zombie Cows stare at you for a few seconds, then attack.

Take out as many of the four Nazi Zombie Cows as you can before they attack back. Jimmy's sleep attack is particularly effective if you can put a bunch of them in a stupor. Failing that, kill them quickly with a powerful ability or stun them so they can't counterattack.

When the Nazi Zombie Cows do attack, they walk up to you and explode for major damage. You might survive one or two hits, but not three or more. It's crucial that you defeat some of the cows before they douse you with their innards.

Climb the ladder to the rafters. A green duffel bag behind hay bales holds the Flute. To reach it, though, shoot down the hanging lantern and then use your Cup-a-Spell on the exposed flame to torch the hay bales.

Return to Rancher Bill and fill him in on your barn brawl. Jimmy improves his fluting skills and signs up as your friend.

Side Quests

ManBearPig

SPOILER ALERT!

Quest Breakdown

Step 1: Look for Al Gore at the back of the Bijou Theatre.
Step 2: Speak with Al Gore about ManBearPig.
Step 3: Attach the first sensor on the farm's barn.
Step 4: Attach the second sensor on Kenny's garage.
Step 5: Attach the third sensor to the forest fire sign at Stark's Pond.
Step 6: Return to Al Gore.
Step 7: Meet Al Gore in his storage shed.
Step 8: Use the ManBearPig Defilibrator on the power generator in the sewers.
Step 9: Return to Al Gore.
Step 10: Wait for news on ManBearPig (begins "Unfriend Al Gore" sub-quest).
Step 11: Defend yourself against Al Gore's unwarranted attack.
Step 12: Search his super-secret base.
Step 13: Seek out ManBearPig at the church (begins "Defeat ManBearPig" sub-quest).
Step 14: Defeat ManBearPig.

Al Gore is hiding behind the Bijou Theatre; if you want to get mixed up in his madness, seek the former vice president behind the pine tree at the building's back corner.

He's very upset about a creature on the loose—the dreaded ManBearPig—and he's "super cereal" about its danger to public safety. Gore recruits you to stop it.

Before you can even blink, Al Gore befriends you. It's the fastest friend request on record, and you'll soon regret every torturous minute of it.

To track down ManBearPig, you must place three sensors around South Park. Start with the farm. Climb the ladder to reach the loft window, and then climb the ladder to the roof, where you can affix the sensor to the weather vane.

Next, head down to Kenny's garage. Inside the garage, climb the mattress ramp and shoot out the rubble to gain access to the roof ladder.

Climb atop Kenny's garage and attach the sensor to the telephone poll near the large transformer.

Now race over to the opposite end of town and look for the forest fire sign on the shores of Stark's Pond. Tape the sensor right to the forest fire sign.

Return to Al Gore by the Bijou Theatre. He dubs you a "Junior Al Gorean" and asks that you meet him in his secret headquarters for the next leg of your journey.

Travel to the U-Stor-It storage lot. If you haven't already opened the main gate, you'll have to sneak in. Take the ramp next to the vagrant merchant and stand atop the garbage bin. Shoot the ladder on the billboard platform, and climb up once it descends. Cross the billboard and drop down on the other side into the storage area.

Loop around back to the 200 series of storage areas. Gore's headquarters is the first storage locker, marked 204.

The storage area is decked out like a missing persons unit dedicated to finding MBP (ManBearPig). Gore hands you the ManBearPig Defilibrator and gives you the hint that it needs to be activated underground.

What's the only underground space in South Park? The sewer. Use the manhole cover in front of the South Park Gazette and descend into the gloom. Jump the gap with your alien probe and bypass the first sewage pipe to reach the power generator near the Hankeys' house. Plug in the Defilibrator and gather your information on MBP.

Return to Al Gore. He congratulates you on a job well done to this point and says he'll update you when the MBP readings come in.

Leave and go about your business on your next quest. Soon enough you'll be spammed by an anxious Al Gore, who's paranoid that MBP is hunting him down and is even now outside his headquarters. Race back to U-Stor-It as soon as you can, and you begin on the "Unfriend Al Gore" sub-quest. When you bust into the headquarters—nothing. There's no ManBearPig, but a paranoid Gore thinks it's all a ruse—and that you are actually MBP.

Gore attacks you, and his Super Cereal presentation attack will put even the stoutest adventurers to sleep. Resist it as best you can and fight back with stun and damage-heavy abilities.

Beware of when Gore brings in the Secret Service to fight for him. These goons are armed with automatic weapons and deal heavy damage even through Perfect Blocks. Heal with snacks and strike back with multiple-opponent abilities that max out damage on many targets.

Eventually, if you combine powerful abilities with your buddy and heal up whenever given the chance, you can take down Gore. Raid his body for the **ManBearPig Ear, Health Potion (Large)**, and **Al Gore's Secret Room Key**. Use the key to open the green "super-secret" door in the back.

Gore's super-secret room is a replica of the oval office, complete with spotlights and camera. Gore and his ego must chat it up here on coffee breaks. Open the nearby treasure chest for the **Super Cereal ManBearPig Club, ManBearPig Hoof**, and **Manly Pigtail Wig**.

Just when you've forgotten about the crazy Gore, a new social networking entry pops up warning that MBP has been seen by the church. Head over to the church grounds to begin the "Defeat ManBearPig" sub-quest.

Apparently Gore hasn't been defeated yet, and this time he's dressed up in a costume that's bear extremities and pig-eyed helmet. Gore, or ManBearPig as he likes to be called now, is tougher with the helmet on, so take advantage whenever he throws off his helmet by dealing heavy damage to him quickly.

Pound MBP when his helmet is off. He has a lot of health; expect a long battle, during which you and your buddy will be trading off using consumables to stay in the fight.

Once MBP puts the helmet back on, he begins regenerating. Save your power points for big-damage attacks, and make sure you execute any combos perfectly to max out your damage.

Finally, for real this time, you will defeat Gore/ManBearPig and end this nightmare. Rewrite last sentence to read: For all your efforts, you gain a bunch of experience, five bucks, and the **ManBearPig Claw**, but you lose a "friend."

Side Quests

Mongolian Beef

SPOILER ALERT!

Quest Breakdown

Step 1: Speak with Mr. Kim in City Wok.
Step 2: Head next door to the Tower of Peace.
Step 3: Beat up the Mongolians on the first level.
Step 4: Beat up the Mongolians on the second level.
Step 5: Beat up the Mongolians on the third level.
Step 6: Solve the door puzzle.
Step 7: Defeat the Mongolian Horde on the roof.
Step 8: Return to Mr. Kim for your reward.

To gain the “Mongolian Beef” side quest, head to City Wok in Restaurant Row and speak with Mr. Kim inside.

Kim secretly detests Mongolian beef, and he’s only serving it because the Mongolians have him by the gonads—they conquered his restaurant and are forcing him to serve the vile stuff.

Go next door to the Tower of Peace and beat up the Mongolians’ children. Kim thinks if you can put a hurt on the young’uns, you can intimidate the Mongolians and force them out of town. Thaw out the **Brocorri** Chinpokomon in the snowbank outside if you want an extra collectable before heading inside.

Open up the Tower of Peace door with the key Mr. Kim provides and beat up the Mongolians on the first floor. Break out your multiple-opponent attacks to cause maximum havoc, and concentrate your attacks with your buddy’s to knock out enemies one by one, rather than chipping away at all of them and letting them all counterattack you.

After taking out the first set of guards, use your ranged weapon to shoot the pulley to the left and drop the ramp. Climb up to the balcony on the second floor.

Continue to the main arch on the second floor. Mongolians pour out of the walls to attack. Execute them just as you took out their first-floor compadres.

Look for the **Lambtron** Chinpokomon in the cage hanging off the ceiling on the right balcony. Shoot down the cage to add another collectable to your collection.

Climb the stairs to the third level and battle the last set of Mongolians. You should be well versed in making Mongolian beef out of them by now.

To reach the roof, you need to solve the door puzzle. Two dragon tails seal the door, and you have to slide them out of the way to proceed.

Head to the balcony on the right and shoot down a segment of the missing dragon tail.

Plug in the missing dragon tail segment and shoot the glowing red eye on the dragon head above.

Quickly shoot the glowing red eye on the dragon head to the right before the timer runs out.

Use the stairs behind the dragon door to reach the roof.

The Mongolian Horde is pissed that you’ve been knocking off their kids, and all of them meet you on the rooftop. They have a lot of health, so continue to whack them with your big attack and down snacks to keep your health high enough to survive.

You’re treated to a massive fireworks display after your victory over the Mongolian Horde. Pick up a **Health Potion (Small)** and a **Genghis Khan** flair item from their bodies.

Return to Mr. Kim. He’s thankful for your help against the Mongolians and rewards you with the Miniature Gong, which allows you to summon Mr. Kim once per day to perform his traditional war dance, which ends with you winning the combat.

Side Quests

Mr. Slave's Package

SPOILER ALERT!

Quest Breakdown

Step 1: Go to the red house next to the Kids' Park.

Step 2: Speak with Mr. Slave.

Step 3: Go to the Post Office.

Step 4: Get Mr. Slave's package from the back shelf in the Post Office.

Step 5: Return to Mr. Slave for your rewards.

To pick up the "Mr. Slave's Package" side quest, take the right path leading out of the Kids' Park and go to the red house on the block.

Enter the house and speak with Mr. Slave in his living room. He asks you to pick up his package at the Post Office in town.

Run over to the Post Office. If you have the Fast Travel Flags active, you can quickly jump there without much effort.

Enter the Post Office and push through the "Employees Only" gate to the back area. Look for a vibrating package in the left bin. You can also score more loot from the adjacent treasure chest and various post office boxes (both locked and unlocked).

Return to Mr. Slave for your rewards. He befriends you and gives you the **Rawhide Whip**, which can be used to summon Mr. Slave to share his inner self with your enemies and removing them from combat completely.

Side Quests

Nazi Zombie Bounty

SPOILER ALERT!

Quest Breakdown

Step 1: Go to the Police Station.

Step 2: Speak with Sergeant Yates.

Step 3: Kill five Nazi Zombies and take their Nazi Rings.

Step 4: Return to Sergeant Yates.

Head to the Police Station to track down the “Nazi Zombie Bounty” quest. Note that you can only do this quest when there are zombies loose in town. Ideally, this is after you’ve visited the Taco Bell Facility in Day 2’s “PTA Problems” and before you get too involved in Day 3’s main quests.

Speak with Sergeant Yates at his desk to the right in the main lobby. He wants you to bring back five Nazi Rings from the zombies loose in town.

Scour the town for random zombies, such as the one rifling through the dumpster in the alley next to Jimbo’s Guns.

Other zombies like to terrorize the neighborhood and make life hell for snowmen.

You might even catch a Nazi Zombie having a smoke break in the City Hall park behind Father Maxi.

Regardless of where you find them, kill all the Nazi Zombies with the same strategy. Avoid any attack that’s weak against them, and team up your stronger attacks on a single zombie to obliterate it before it can bite you.

When you find an attack that works, use it. Setting Nazi Zombies on fire may be more entertaining than a troupe of caffeine-junkie break dancers, but it also burns them for damage over time. Slam them with area-effect attacks if there are two or more and with your most damaging single-target attacks when they’re solo.

Once you collect five Nazi Rings, return to Sergeant Yates. He congratulates his new “Junior Detective” and sends you a friend request on the spot.

Phase 1

SPOILER ALERT!

Quest Breakdown

Step 1: Speak to the Underpants Gnome in your bedroom.
Step 2: Recover the Underpants in Cartman's mom's room.
Step 3: Recover the Underpants in Stan's room.
Step 4: Recover the Underpants in Stan's parents' room.
Step 5: Recover the Underpants in Kyle's room.
Step 6: Recover the Underpants in Kevin Stoley's room.
Step 7: Return to the Underpants Gnome.

After murdering a garden full of Underpants Gnomes in Day 2, you can speak with the Underpants Gnome hanging out in your bedroom by the boarded-up hole in the wall. The Gnomes still have their quotas to keep, and since you slaughtered his brethren, he figures the least you can do is collect five Underpants for him.

Start with Cartman's house two doors down. Search Cartman's mom's dresser for your first Underpants.

Continue down the lane to Stan's house. You find two Underpants inside, the first in Stan's dresser.

Look for the second in Stan's parents' bedroom dresser to the left.

The fourth pair of Underpants sits in Kyle's bedroom dresser.

The final is the hardest to find: It's in Kevin Stoley's dresser. The best time to pick this up is when you speak with Kevin about the "Vulcan Around" side quest.

Once you have all five Underpants, return to the Underpants Gnome in your bedroom. He's impressed and signs up as a social networkingfriend, willing to forget about the atrocities you committed against his old friends.

Side Quests

Rats in the Cellar

SPOILER ALERT!

Quest Breakdown

Step 1: Speak to the bartender inside Skeeter's Bar and Cocktails.
Step 2: Use Skeeter's Cellar Key to open the basement door.
Step 3: Kill the first group of rats through combat.
Step 4: Kill the second group of rats through combat or with the poison bottle and neon sign.
Step 5 Kill the third group of rats through combat or with the keg pile.
Step 6: Kill the fourth group of rats through combat.
Step 7: Return to the bartender for your rewards.

You pick up the "Rats in the Cellar" side quest from Skeeter in Skeeter's Bar and Cocktails on the far left side of Restaurant Row. They've run into health code violations because of really big rats in the basement. You look like a dungeon dweller, so Skeeter figures you're the dude for clearing out the nest. He hands you **Skeeter's Cellar Key** and sends you on your way.

Open the basement door and carefully descend. Four rat groups scurry about the basement. Run into one and they immediately attack. For some groups you can use an object in the environment to destroy them, while others must be exterminated through combat.

Give the first rat group a thrashing in combat. You start out fighting two Rabid Rats and one Mutant Rat. The Rabid Rats are easier, but you'll need to pull out your special abilities to splatter the Mutant Rat.

Tip

Smash the gumball machine for some loose change.

Get the second rat group with the neon sign hanging on the wall. First, shatter the poison bottle on the pool table, then shoot the neon sign so that it falls into the liquid and electrocutes the rats.

Knock off the third group with the beer kegs. Wait until the rat group approaches and then smash the wooden crate beneath the kegs. The keg pile topples over and crushes the rats if you time it right.

Tip

Break through the boxes to reach the toolbox under the stairs for extra loot.

Attack the final rat group in the back. You will have to kill two Demon Giant Rats this time. Follow the same tactics as during the first battle and chew down some snacks if your health gets low. This is the final battle for the quest, so don't hold anything back. You can always stock up on goodies later.

Once you've removed the rat threat, return upstairs and speak with Skeeter. He thanks you and hands you the ranged **Bar Darts** as a reward for completing the side quest. He and the bartender also join you on social networking and up your friends total.

Side Quests

Restoring the Balance

SPOILER ALERT!

Quest Breakdown

Step 1: Speak with DogPoo at the Elven Kingdom.
Step 2: Destroy the first banner in Kids' Park.
Step 3: Destroy the second banner at Mr. Slave's house.
Step 4: Destroy the third banner at Kevin Stoley's house.
Step 5: Destroy the fourth banner at the church.
Step 6: Destroy the fifth banner at Stark's Pond.
Step 7: Return to DogPoo.

Speak with DogPoo at the Elven Kingdom to begin the side quest. DogPoo asks you to destroy five human banners that have been eyesores across town.

Destroy the first banner in Kids' Park. Walk up to it and smack it with an attack to dismantle it easily.

Destroy the second banner in front of Mr. Slave's house.

Destroy the third banner in front of Kevin Stoley's house.

Destroy the fourth banner in front of the church.

Destroy the final banner on the shore of Stark's Pond.

Return to DogPoo. He loves the redecorating you've done around town, and he's honored to sign up as your new friend.

Side Quests

The She-Ogre

SPOILER ALERT!

Quest Breakdown

Step 1: Speak with Stan in the Elven Kingdom.
Step 2: Follow him home.
Step 3: Confront the She-Ogre, his sister.
Step 4: Defeat the She-Ogre in mighty combat.
Step 5: Step outside and claim your rewards.

When you want to get Stan's iPhone back and help him beat up his monstrous sister, the She-Ogre, speak with Stan in the Elven Kingdom.

Go with Stan to his house. He tells you nothing can prepare you for the upcoming battle. He's right.

Shelly Marsh is not happy that you're barging into her room. Her words are only slightly less menacing than her braces.

The She-Ogre starts with 10 times your health. It's going to take a long time to whittle her health down. Don't get discouraged when she lands a blow or two early.

Shelly is immune to stun attacks, but you can still gross her out, set her on fire, and try other fun diversions that shouldn't be allowed in the Marsh household.

Pile on the damage, even as you munch on snacks to keep your health high whenever the level drops below half. Her bedroom carpet has to suck up a lot of blood before Shelly's going to give up.

Deal enough damage and the She-Ogre will fall. You can be proud that you've bested the monster and left Stan's sister with a black eye that somehow doesn't make her look that much scarier. Stan's happy you've helped him maintain honor and befriends you as you leave the creature's lair.

Side Quests

The Timmy Express

SPOILER ALERT!

Quest Breakdown

Step 1: Tag any Fast Travel Flag.

Step 2: Unlock all 12 Fast Travel Flags.

Step 3: Timmy befriends you.

There are 12 Fast Travel Flags across the town. Tag any one to begin the side quest. Do this as early as you can in the game to open up the quick-travel network. It makes life a lot easier when you start running around completing quests.

Fast Travel Flags are located at the following places: the bus stop, Kupa Keep (Cartman's house), Elven Kingdom (Kyle's house), Kenny's house, Kevin Stoley's house, the elementary school, the church, the Post Office, Kids' Park, U-Stor-It, Dark Meadows, Restaurant Row.

When you tag the final flag, Timmy arrives with his wagon to congratulate you! Besides opening up Fast Travel all around town, Timmy signs up as another social networking friend.

Side Quests

Unfriend Al Gore

Note

See the “ManBearPig” side quest for complete details.

Vulcan Around

SPOILER ALERT!

Quest Breakdown

Step 1: Go to the Stoleys' house.
Step 2: Talk to Kevin Stoley up in his bedroom.
Step 3: Look for his dad's missing iPad at the church.
Step 4: Recover the iPad behind the tree next to the church.
Step 5: Return to Kevin and save the universe—or get a small reward.

Go visit the Stoleys' house. It's the blue house with the Fast Travel Flag outside of it.

Speak with Kevin Stoley upstairs in his bedroom. You'll have to decipher his Star Trek speak to figure out the quest: a tricorder—uh, iPad—has gone missing. Kevin thinks his dad dropped it near the church.

Head over to the church. Take the Fast Travel Flag route: It's quicker.

Search the third tree to the right of the church. You'll find the iPad on the ground behind the snow-covered pine.

Return the iPad to Kevin. He's ecstatic, befriending you immediately and handing you the **Missile of Slowing**. Now when you hang out you hope Kevin doesn't start jawing at you in Klingon.

Side Quests

Wasted Cache

SPOILER ALERT!

Quest Breakdown

Step 1: Head to the Community Center

Step 2: Speak to Mr. Mackey at the fundraising table.

Step 3: Go to U-Stor-It.

Step 4: Take the Monochrome Monitor to Mackey's storage locker.

Step 5: Return to Mackey.

Head over to the Community Center if you're looking for the "Wasted Cache" side quest.

Inside you'll find Mr. Mackey snoozing at the fundraising table. Wake him up and he asks you to deposit a Monochrome Monitor in his storage locker at U-Stor-It. You see, he doesn't have a hoarding problem; he just throws away things in the same place.

Take the Monochrome Monitor to storage unit 221 at U-Stor-It. If you haven't opened the gate yet, climb up the ramp by the vagrant merchant and shoot down the ladder on the billboard to gain access into the U-Stor-It facility.

Mackey's storage unit is a huge, huge mess. Piles and piles of junk fill the space, though there are two items you might want to grab: a Chinpokomon and a green duffel bag. Shoot **Ferasnarf** out of its red bin on the top shelf and have it land down on a wooden plank. Chop away at junk until you can climb the ramp and pick up the Chinpokomon. Use your alien probe to zip over to the far side and open the green duffel bag for **Wings Facepaint, Health Potion (Large)**, and **Mackey's PO Box Key**. You can then use the key to gain more loot back at the Post Office.

Place the Monochrome Monitor on the lowest shelf to the left of the storage unit door. Return to the Community Center.

Speak with Mr. Mackey. He thanks you for throwing his latest piece of junk away and decides you're not such a bad kid after all. You've gained another social networking friend; lucky you.

Achievements & Collectables

Achievements

Video is restricted

You've gotta be good at something, and it might as well be at collecting Chinpokomon, or bashing the Hallway Monitor Boss while wearing Freckles, or farting on Jesus. In South Park, there are only a few automatic achievements—the rest have to be earned with some insider knowledge (read it here!) and lots and lots of game hours.

To help you max out your achievements, we've grouped the achievements into identifying categories. Maybe you love combat or just feel like passing gas—it's all here. While busting heads, you might want to buddy up with Cartman and kill 20 enemies to unlock the "Ass of Fire" achievement or drop a bomb on the carcass of an aborted Nazi Zombie Fetus to finish off the aptly named "Too Far" achievement. Whatever your gameplay obsession, peruse the following categories to check off multiple achievements in a single sitting.

Automatic Accomplishments

These achievements happen automatically. They're as inevitable as taking a whiz after a 7-Eleven Big Gulp.

- Acceptance (name yourself Douchebag)
- First Day in South Park (survive your first day)
- New Kid on the Block (join the Kingdom of Kupa Keep)

Combat Moves

Bashing heads. Setting foes on fire. Blocking like a champ. Slap your enemies around like you're in a Three Stooges routine and you're well on your way to earning some of these combat-related challenges.

- Ass of Fire (kill 20 enemies with Cartman's ass)
- Avenger (defeat 3 enemies while your buddy is unconscious)
- Day Walker (defeat the Hallway Monitor Boss while wearing Freckles)
- Elven Hero (defeat Cartman)
- Gingivitis (let Gingers bite you 3 times without blocking)
- Heisenberg (defeat the Meth Heads while wearing the Evil Cartman Goatee and Bald Cap)
- Irritable Bowels (shit your pants during a boss battle)
- KKK Hero (defeat Kyle in battle)
- Made This for You (make a turd and fling it at an enemy)
- No Child Left Behind (complete the game without a buddy being knocked out)
- Pulling Mud (shit your pants in battle 3 times)
- Shutout (block every enemy attack in a non-tutorial combat)
- Skilled Defender (block 100 attacks)
- Weapon Proficiency (score 100 perfect attacks)

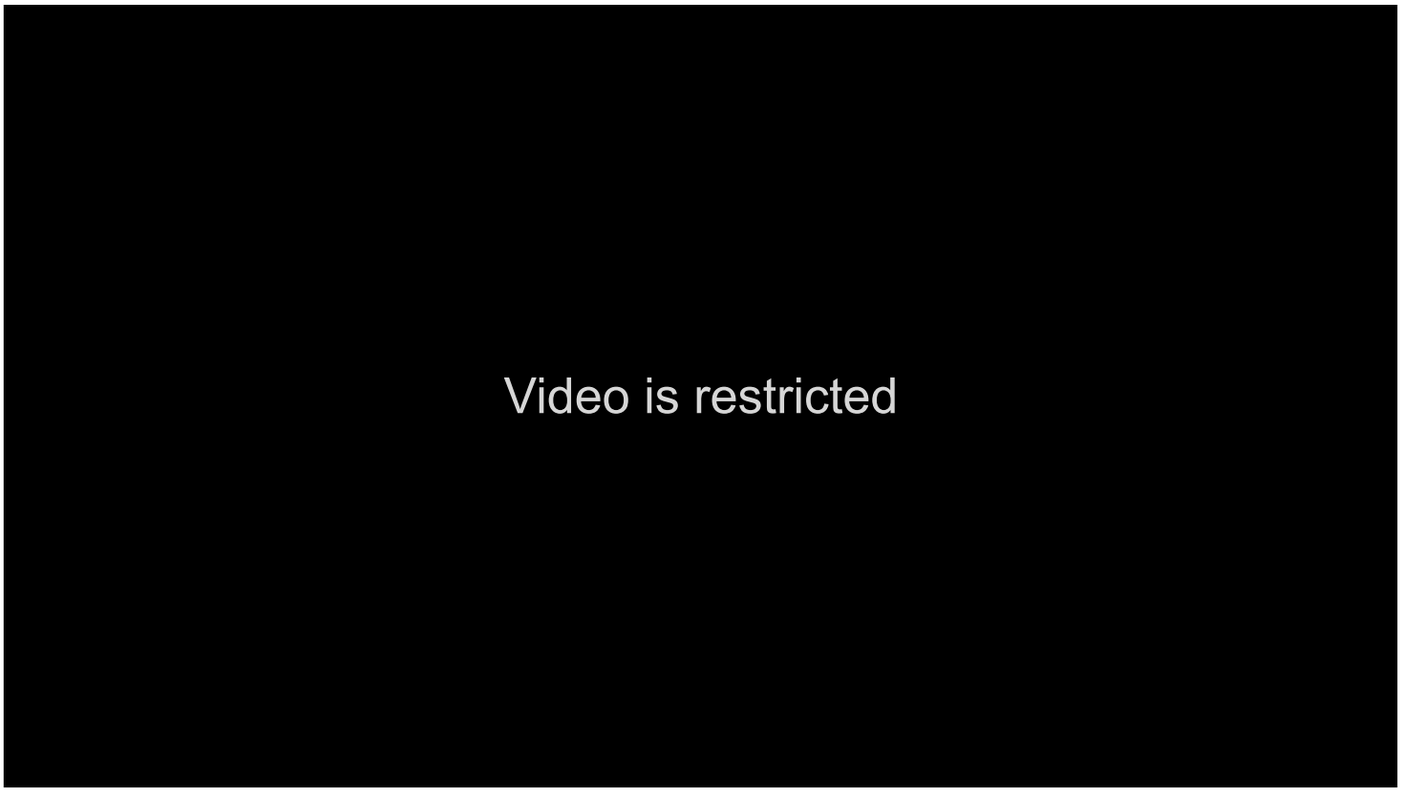
Farting

Fuel up on baked beans and broccoli, 'cause it's time to get busy with below-the-belt tactics that'll have opponents gasping like three-pack-a-day smokers at the one-mile marker of a marathon.

- Animal Cruelty (fart on 25 animals)
- Canadian Handshake (fart on people 100 times)
- Dog Whistle (fart on a canine in gnome form)
- Dragon Wrath (fart on three elves at the same time outside of combat)
- Just Saying Hi (fart on all buddies)

- Re-Buttal (interrupt 5 channel attacks with a fart)
- Stay Down (fart on 10 enemies when they’re already down)
- Too Far (fart on the corpse of an aborted Nazi Zombie Fetus)
- Truth to Power (fart on the mayor, Father Maxi, the principal, and the prime minister)

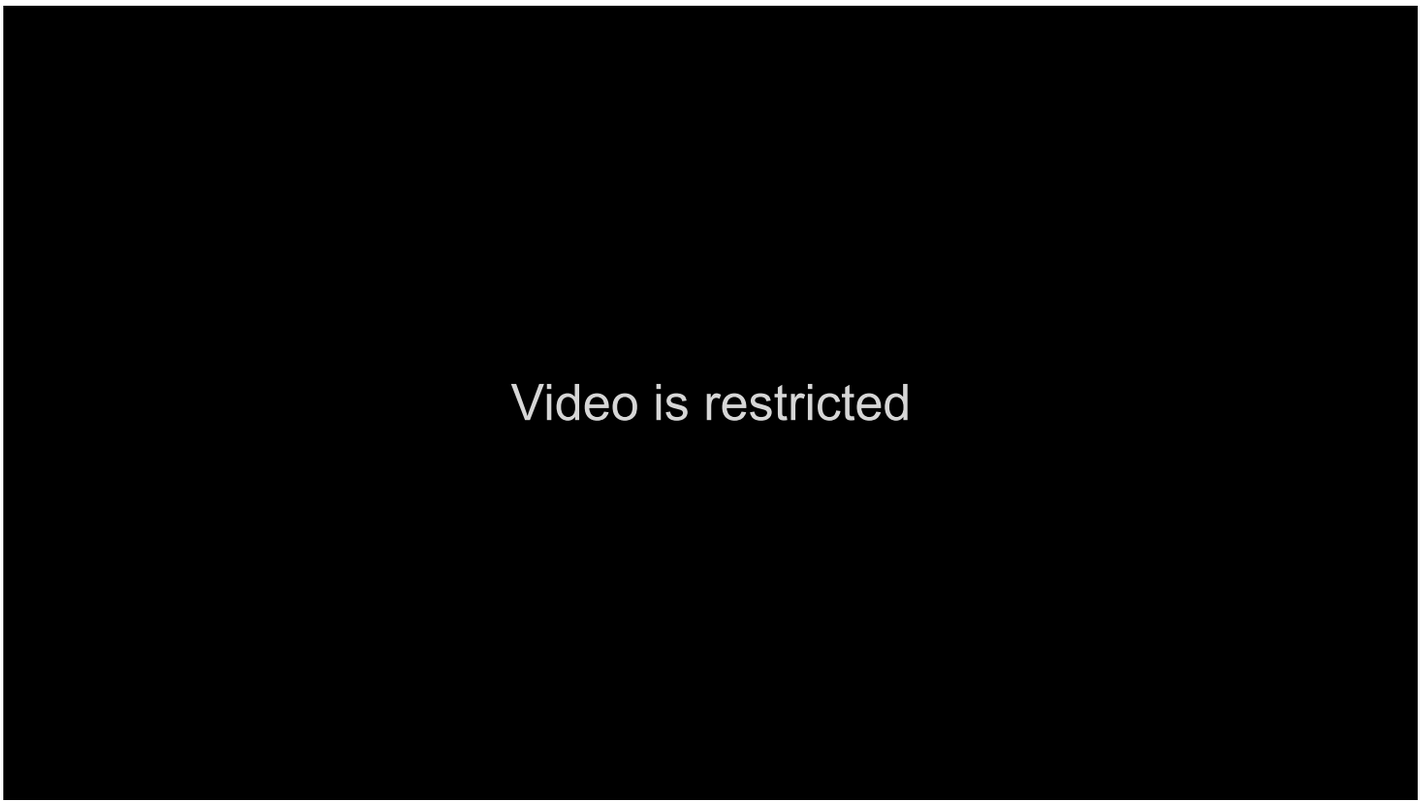
Friendly Endeavors



With more than 100 friends to track down throughout South Park, you've gotta be more popular than a prom queen, or Jesus, or John Lennon, to be truly successful. Start with Butters and build a network that'll make Katy Perry drool.

- Daddy Issues (friend your dad)
- Friends in Strange Places (friend the Crab People and Underpants Gnomes)
- More Popular than Jesus (friend half of South Park)
- More Popular than John Lennon (friend all of South Park)
- Nonconformist (friend all the Goths)

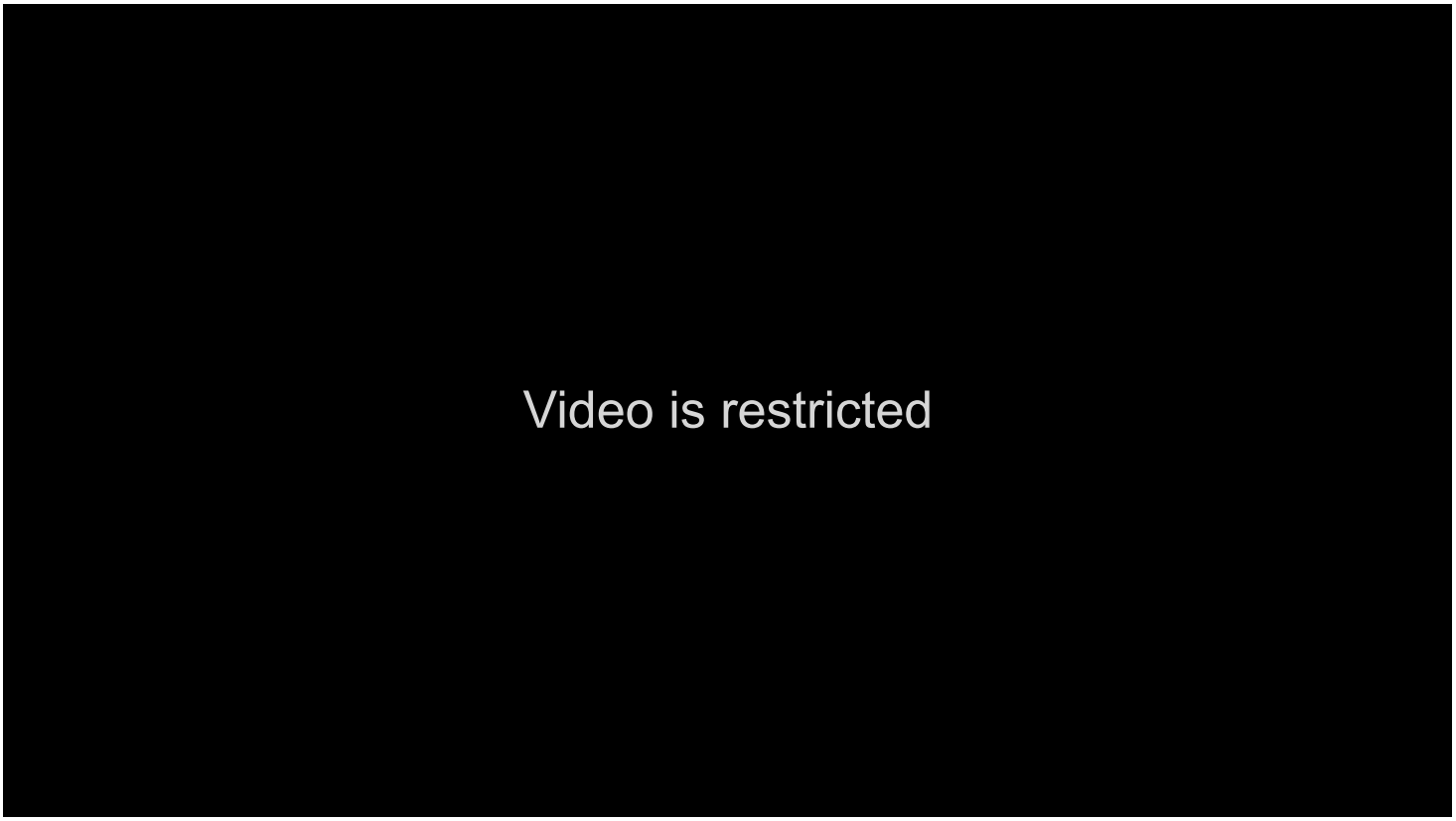
Kill Kenny



It's not enough simply to kill Kenny; you've got to get creative. Sure, you can watch him die as your buddy to earn an achievement, but to earn the tougher ones you'll have to stay dressed up like a girl or live with Dire AIDS until the end of the game.

- Face Hoff (defeat Kenny while looking like David Hasselhoff)
- Outpatient (defeat Kenny while you have Dire AIDS)
- Stick Savior (defeat Kenny and retrieve the Stick of Truth)
- Two Girls, One Stick (defeat Kenny in your Makeover disguise)
- You Bastards! (have Kenny die 10 times in battle)

Cashing In



Spend money. Don’t spend money. These accomplishments are all tied to your wallet and what you do with that hard-earned cash you get from mugging elves and stealing from school lockers.

- For the Hoarder (sell absolutely nothing for the entire game)
- Junk Peddler (sell 300 junk items)
- Make It Rain! (spend $500)

Fashion Designer

Gather as much gear as you can and deck yourself out like a king—or a S.W.A.T. officer. The more valuable achievements require full costume sets—no mixing and matching if you want to earn them all.

- Clothes Whore (complete all costume sets)
- Full Arsenal (own all the costumes and all the weapons in the game)
- Shopaholic (complete half of the costume sets)

Chinpokomon Collection

Video is restricted

You might find a Chinpokomon hidden in a tree, an air duct, or even South Park's peeping-tom UFO. Stash these collectables in your inventory for rewards at 5, 15, and 30 Chinpokomon.

- Poco Chinpoko (collect 5 Chinpokomon)
- Chinpoko Loco (collect 15 Chinpokomon)
- Chinpokolypse (collect 30 Chinpokomon)

Miscellaneous

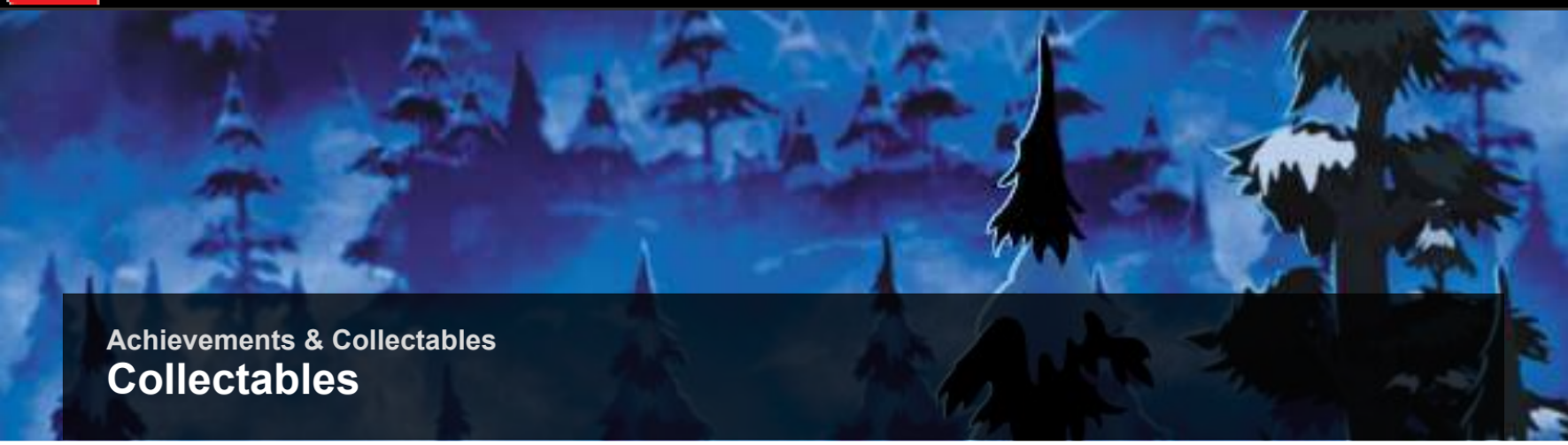
These achievements didn't really fit anywhere else so they ended up here. Sort of like David Arquette at a rehab center.

- Are We Cool? (as a Jew, find Jesus in the church)
- Inside Joke (summon Mr. Slave inside Mr. Slave's colon)
- Mastery (unlock all upgrades for one of your abilities)
- Parkeologist (open all garages in South Park)
- Perverted (watch your parents have sex for 60 seconds)

Achievements

Achievement/Trophy	Description	PS3 Trophy Grade	PS3 Trophy Points	Xbox 360 Gamerscore
Acceptance	Name yourself Douchebag.	Bronze	15	15
Animal Cruelty	Fart on animals 25 times.	Bronze	15	15
Are We Cool?	Find Jesus while playing as a Jew.	Bronze	15	15
Ass of Fire	Kill 20 enemies with Cartman's ass.	Bronze	15	15
Avenger	Defeat at least 3 enemies in one battle while your buddy is unconscious.	Bronze	15	15
Canadian Handshake	Fart on people 100 times.	Bronze	15	15
Chinpoko Loco	Collect 15 Chinpokomon.	Silver	30	30
Chinpokolypse	Collect all the Chinpokomon.	Gold	90	75
Clothes Whore	Complete all available costume sets.	Gold	90	75
Daddy Issues	Befriend your Dad.	Bronze	15	15
Day Walker	Defeat the Hallway Monitor Boss while wearing Freckles.	Bronze	15	15
Dog Whistle	Fart on a canine enemy while in gnome form.	Bronze	15	15
Dragon Wrath	Hit 3 elves with a single fart outside of combat.	Bronze	15	15
Elven Hero	Defeat Cartman in battle.	Silver	30	30
Face Hoff	Defeat Princess Kenny while looking like David Hasselhoff.	Bronze	15	15
First Day in South Park	Spend one day in South Park.	Bronze	15	15
For the Hoarder	Sell nothing the entire game.	Bronze	15	15
Friends in Strange Places	Befriend Crab People and Underpants Gnomes.	Bronze	15	15
Full Arsenal	Own all weapons and costumes in the game.	Bronze	15	15
Gingivitis	Let Gingers bite you 3 times without blocking.	Bronze	15	15
Heisenberg	Defeat the Meth Heads while wearing the Evil Cartman Goatee and the Bald Cap.	Bronze	15	15
Inside Joke	Summon Mr. Slave while in Mr. Slave's colon.	Bronze	15	15
Irritable Bowels	Shit your pants during a boss battle.	Bronze	15	15
Junk Peddler	Sell 300 junk items.	Bronze	15	15
Just Saying Hi	Fart on each available companion in the game.	Bronze	15	15
KKK Hero	Defeat Kyle in battle.	Silver	30	30
Made This for You	Make a turd and fling it at the enemy.	Bronze	15	15
Make It Rain!	Spend $500.	Bronze	15	15

Mastery	Unlock all the upgrades for one of your abilities.	Bronze	15	15
More Popular than Jesus	Befriend half of South Park.	Silver	30	30
More Popular than John Lennon	Befriend all of South Park.	Gold	90	75
New Kid on the Block	Join Kupa Keep.	Bronze	15	15
No Child Left Behind	Complete the game without ever ending a combat with a buddy knocked out.	Bronze	15	15
Nonconformist	Befriend the Goths, just like everyone else playing this game.	Bronze	15	15
Outpatient	Defeat Kenny while sick with Dire AIDS.	Bronze	15	15
Parkeologist	Open all garages in South Park.	Bronze	15	15
Perverted	Watch your parents have sex for 60 seconds.	Bronze	15	15
Poco Chinpoko	Collect 5 Chinpokomon.	Bronze	15	15
Pulling Mud	Shit your pants in battle three times.	Bronze	15	15
Re-Buttal	Interrupt 5 channel attacks with a fart.	Bronze	15	15
Shopaholic	Complete half of the available costume sets.	Bronze	15	15
Shutout	Successfully block every enemy attack in a single, non-tutorial battle.	Bronze	15	15
Skilled Defender	Block 100 attacks.	Bronze	15	15
Stay Down	Fart on 10 enemies when they’re already down.	Bronze	15	15
Stick Savior	Defeat Princess Kenny and recover the Stick of Truth.	Silver	30	25
Too Far	Fart on the corpse of an aborted Nazi Zombie Fetus.	Bronze	15	15
Truth to Power	Fart on the mayor, Father Maxi, the principal, and the prime minister.	Bronze	15	15
Two Girls, One Stick	Defeat Princess Kenny while in your Makeover disguise.	Bronze	15	15
Weapon Proficiency	Score 100 perfect attacks.	Bronze	15	15
You Bastards!	Have Kenny die 10 times in battle over the course of the game.	Bronze	15	15



Achievements & Collectables

Collectables

If you don’t have a desire to pet Furrycat outside Kyle’s house, or to get a glimpse of the ultra-cute Poodlesaurus Rex in the elementary school, or to discover Cosmonewt in the sunken UFO, you really need to live a little. Treat yourself to an obsessive personality and try to collect all 30 Chinpokomon around town. Some are right out in the open—we’re looking at you, Chu-Chu Nezumi!—some are hidden in crazy places, and some you’ll need an alien probe or Cup-a-Spell to recover. Read through the following table for the locations of the game’s Chinpokomon, the actions required to unlock them, and which day you can find each one in. You’ve gotta fetch ’em all if you’re a real collector!

Video is restricted

Chinpokomon Collectables

Chinpokomon	Location	Action Required	Day Found
Accountafish	South Park Gazette	Gnome Form	Day 3
Beetlebot	UFO	Shoot	Day 1
Biebersaur	Sewers Cave	Nagasaki	Day 3
Brocorri	Restaurant Row	Cup-a-Spell	Day 1
Chu-Chu Nezumi	Tree Outside Your House	Shoot	Day 1
Cosmonewt	Stark Pond—Sunken UFO	Alien Probe	Day 2
Donkeytron	School Kitchen	Cup-a-Spell	Day 2
Fatdactyl	Bijou Cinema	Shoot	Day 1
Ferasnarf	Mackey's Storage	Shoot	Day 2
Fetuswami	Unplanned Parenthood	Pick It Up	Day 3
Flowerpotamus	Skeeter's Bar and Cocktails	Shoot	Day 1
Furrycat	Corner Outside Kyle's House	Pick It Up	Day 1
Gerbitoad	Sewer Tunnels (Mr. Hankey's House)	Pick It Up	Day 2
Gophemon	Community Center Men's Room Stall	Pick It Up	Day 2
Gunrilla	Facility Conference Room	Shoot	Day 2
Lambtron	Tower of Peace	Shoot	Day 1
Monkay	Butters' Room	Pick It Up	Day 1
Mouse-Tik	Sparkle Council	Pick It Up	Day 3
Pengin	Cartman's Garage	Key to Unlock	Day 1
Poodlesaurus Rex	Detention Hallway	Shoot	Day 1
Pterdaken	Attack on School Locker	Shoot	Day 2
Rabbitech	Police Station Evidence Room	Pick It Up	Day 1
Roidrat	Donnely Attic	Pick It Up	Day 1
Roo-Stor	Chaos Lair	Shoot	Day 1
Shoe	Clyde's Fortress	Alien Probe	Day 3
Sna-Kat	City Hall	Shoot	Day 1
Stegmata	Kyle's Garage	Key to Unlock	Day 2
Terribovine	Under bench by Tweek Bros. Coffee Shop	Gnome Form	Day 3
Vamporko	Community Center Basketball Court	Alien Probe	Day 2
Velocirapstar	Token's House	Shoot	Day 1

Collectable Equipment

Equipment	Where	Part of ?	Notes
Alien Gloves	UFO	Alien Suit	Defeat and loot the Alien Chief of Security and the foes with him.
Alien Helmet	UFO	Alien Suit	Found in the first Probe Room.
Alien Probe	UFO	-	Found inside chest to the left of the Probe Room doors.
Alien Ray Gun	UFO	-	Acquired after fighting the first group of Aliens.
Alien Suit	UFO	Alien Suit	Found in a chest after exiting the first elevator.
Archmage's Wand	Vancouver	-	Purchase from Everything's Coming Up Maple.
Axe of Stopping	Cartman's House	-	Purchase from the Kupa Keep Armory.
Axe of the Underworld	Jimbo's Guns	-	Inside of a chest in the rafters of Jimbo's Guns. Requires the Alien Probe and Jimbo's Key to access.
Bar Darts	Skeeter's Bar	-	Complete the "Rats in the Cellar" quest and speak to Skeeter.
Barbarian Armor	Quebec	Barbarian Outfit	Inside of a chest in the room with the Minister of Montreal.
Barbarian Gloves	Canada	Barbarian Outfit	Defeat the Canadian Barking Spider.
Barbarian Helmet	Vancouver	Barbarian Outfit	At the Duke of Vancouver's Castle, break through the cracked wall and open the chest.
Basketball	School (2nd)	-	Loot the fallen soldier near the "IN" door of the Cafeteria.
Batdadarang	Community Center	-	Purchase from the PTA Store
Battle Bow	Kyle's House	-	Purchase from Elvenwares.
Billy Club of Smiting	Token's House	-	Defeat the Gate Security Guard.
Bishop Gloves	Banff	Bishop Vestments	Purchase from Banff General Store.
Bishop Mitre	Banff	Bishop Vestments	Purchase from Banff General Store.
Bishop Vestments	Banff	Bishop Vestments	Purchase from Banff General Store.
Bling	Police Station	-	Found inside the Evidence Room by looting the chest.
Bow of Sucking	Cartman's House	-	Acquired while fighting the Drow Elves during "The New Kid in Town".
Broken Bottle	Sewers	-	Defeat and loot the Angry Hobo that has taken Cornwallis captive.
Canadian Halberd	Ottawa	-	Purchase from Ottawa Goods and Supplies.
Chakram	Kids' Park	-	Purchase from the Sparkle Boutique.
Cheese Costume	Community Center	Cheese Costume	Purchase from the PTA Store
Cheese Gloves	Community Center	Cheese Costume	Purchase from the PTA Store
Cheese Helmet	Community Center	Cheese Costume	Purchase from the PTA Store
Claymore of the Warrior	Ottawa	-	Purchase from Ottawa Goods and Supplies.
Club of Smiting	Cartman's House	-	Purchase from the Kupa Keep Armory.

Clyde's Helmet	Cartman's House	-	Purchase from the Kupa Keep Armory.
Condom Cap	Mr. Slave's Ass	-	Found within a chest just past the flashlight.
Crab Carapace	Sewers		Use Nagasaki to destroy the boulder in the Sewers' cave area and loot the chest there.
Crab Helmet	Sewers	-	Use Nagasaki to destroy the boulder in the Sewers' cave area and loot the chest there.
Crab Pincers	Sewers	-	Use Nagasaki to destroy the boulder in the Sewers' cave area and loot the chest there.
Crossbow of Impalement	Jimbo's Guns	-	Purchase from Jimbo's Guns.
Crown of Anal Pleasure	Mr. Slave's Ass	-	Disarm the Snuke and escape Mr. Slave's Ass.
Crutch of Weakness	Jimmy's House	-	Defeat and loot Jimmy the Bard.
Dire Scepter	Banff	-	Choose to finish off the Bishop of Banff / If the Bishop is spared, purchase from Banff General Store.
Discus of Bleeding	Banff	-	At the Church in Banff, use the secret switch under the pot to access a chest.
Dodgeball	School	-	Defeat and loot the Ginger Hall Pass Police when acquiring the Brass Key.
Druid Crown	Clyde's House	Druid Outfit	Found inside the attic of Clyde's Garage.
Druid Gloves	Butters' House	Druid Outfit	Found inside of Stotch's Garage.
Druid Robes	Stan's House	Druid Outfit	Found inside the attic of Stan's Garage.
Du Rag	U-Stor-It	-	Purchase from the Street Merchant.
Elf Blade	Kyle's House	-	Purchase from Elvenwares.
Elvish Longbow	Kyle's House	-	Purchase from Elvenwares.
Elvish Shortbow	Jimmy's House	-	Acquired after fighting the Drow Elves in the basement.
Fairy Princess Blade	Kids' Park	-	Purchase from the Sparkle Boutique.
Fairy Princess Bow	Kids' Park	-	Purchase from the Sparkle Boutique.
Fairy Princess Mittens	Kids' Park	Fairy Princess Outfit	Purchase from the Sparkle Boutique.
Fairy Princess Robes	Kids' Park	Fairy Princess Outfit	Purchase from the Sparkle Boutique.
Fairy Princess Tiara	Kids' Park	Fairy Princess Outfit	Purchase from the Sparkle Boutique.
Fatbeard's Blade	Cartman's House	-	Purchase from the Kupa Keep Armory.
Fire Sword	Cartman's House	-	Purchase from the Kupa Keep Armory.
Flamberge Rapier	Winnipeg	-	Purchase from Winnipeg Block and Tackle.
Friar Cap	Token's House	Friar Outfit	Found inside the attic of Token's Garage.
Friar Gloves	Tweek Bros. Coffee	Friar Outfit	Found inside of locked chest in back room. Need Tweek's Brewmaster Stash Key to unlock.
Friar Robes	Tweek Bros. Coffee	Friar Outfit	Found inside of locked chest in back room. Need Tweek's Brewmaster Stash Key to unlock.
Gas Mask	Jimbo's Guns	-	Purchased from Jimbo's Guns for $5.00.
Gnome Clothes	Your House	Gnome Outfit	After the vent scene, break the wall to the left and loot the bag past the shorted circuit.

Gnome Gloves	Your House	Gnome Outfit	Defeat and loot the Gnomes in Your Room.
Gnome Helmet	Your House	Gnome Outfit	Climb the wall near the mousetrap and loot the bag.
Gnome Pickaxe	Your House	-	After defeating the three rats, loot the bag before ascending the wire.
Goth Cap	U-Stor-It	Goth Clothes	Purchase from the Street Merchant.
Goth Clothes	U-Stor-It	Goth Clothes	Purchase from the Street Merchant.
Goth Gloves	U-Stor-It	Goth Clothes	Purchase from the Street Merchant.
Grenade of Slowing	Jimbo's Guns	-	Inside of a chest in the rafters of Jimbo's Guns. Requires the Alien Probe and Jimbo's Key to access.
Holy Hammer of Smiting	School (2nd)	-	Defeat the Nazi Zombie Kommandant in the Basement stairwell.
Holy Mossad Knife	Banff	-	Purchase from Banff General Store.
Jester's Cap	Jimmy's House	-	Found inside chest in Jimmy's Garage.
Jewish Staff	Cartman's House	-	Purchase from the Kupa Keep Armory.
Kenny's Bloody Club	Kenny's House	-	Found inside a chest in the attic of Kenny's Garage.
Khan Armor	Cartman's House	Khan Outfit	Purchase from the Kupa Keep Armory.
Khan Gauntlets	Cartman's House	Khan Outfit	Purchase from the Kupa Keep Armory.
Khan Helm	Cartman's House	Khan Outfit	Purchase from the Kupa Keep Armory.
KKK Armor	Cartman's House	KKK Outfit	Purchase from the Kupa Keep Armory.
KKK Gloves	Cartman's House	KKK Outfit	Purchase from the Kupa Keep Armory.
KKK Helmet	Cartman's House	KKK Outfit	Purchase from the Kupa Keep Armory.
Knead-ring, the Dough Hammer	Kids' Park	-	Purchase from the Sparkle Boutique.
Knight Armor	Clyde's Fortress	Knight Outfit	Found within a chest in the room where Craig sets up the ambush.
Knight Gauntlets	Clyde's Fortress	Knight Outfit	Defeat and loot the Savages in the "Armory".
Knight Helmet	Clyde's Fortress	Knight Outfit	Found within a chest on the balcony of Clyde's Fortress.
Kris Dagger	Cartman's House	-	Purchase from the Kupa Keep Armory.
Lawn Dart	Clyde's Fortress	-	Found within a chest in the "Armory" of Clyde's Fortress.
Leather Armor	Kids' Park	Leather Armor	Purchase from the Sparkle Boutique.
Leather Gloves	Kids' Park	Leather Armor	Purchase from the Sparkle Boutique.
Leather Hat	Kids' Park	Leather Armor	Purchase from the Sparkle Boutique.
Lightning Wand	Cartman's House	-	Purchase from the Kupa Keep Armory.
Longbow	Kyle's House	-	Purchase from Elvenwares.
Longsword	Jimbo's Guns	-	Purchase from Jimbo's Guns.
Mace of Restoration	School	-	Found inside the locked locker in the Hall. Requires Hall Monitor Locker key.

Magic Wand	Cartman's House	-	Purchase from the Kupa Keep Armory.
ManBearPig Claw	Church	-	Defeat and loot "ManBearPig".
Master Razor	Unplanned Parenthood	-	Found inside loot bag after fighting Nazi Zombie Gnomes.
Minstrel Uniform	Kyle's House	Minstrel Outfit	Purchase from Elvenwares.
Minstrel's Cap	Kyle's House	Minstrel Outfit	Purchase from Elvenwares.
Minstrel's Gloves	Kyle's House	Minstrel Outfit	Purchase from Elvenwares.
Missile of Slowing	Kevin Stoley's House	-	Complete the "Vulcan Around" quest.
Mongorian Bow	Tower of Peace	-	Acquired while fighting on the second floor of the Tower of Peace.
Monk Cap	Kyle's House	Monk Outfit	Purchase from Elvenwares.
Monk Gloves	Kyle's House	Monk Outfit	Purchase from Elvenwares.
Monk Robes	Kyle's House	Monk Outfit	Purchase from Elvenwares.
Necromancer Gloves	School (2nd)	Necromancer Outfit	Defeat and loot the enemies near the Cafeteria barricade.
Necromancer Hood	School (2nd)	Necromancer Outfit	On the second floor of the school, defeat and loot the soldiers at the top of the stairs.
Necromancer Robes	School (2nd)	Necromancer Outfit	Defeat and loot the Nazi Zombies near the Boiler Room.
Noob Hammer	Cartman's House	-	Purchase from the Kupa Keep Armory.
Poison Grenades	Unplanned Parenthood	-	Found inside a drawer just past the Records Room door.
Raider's Blade	Kyle's House	-	Purchase from Elvenwares.
Recurve Bow	Kyle's House	-	Purchase from Elvenwares.
Rod of Major Boobage	Community Center	-	Purchase from the PTA Store
Rod of Waste	Sewers	-	Found inside of the Sewers in a chest.
Rogue's Dagger	Cartman's House	-	Purchase from the Kupa Keep Armory.
Serrated Axe of Rending	Vancouver	-	At the Duke of Vancouver's Castle, break through the cracked wall and open the chest.
Sickle Sword	Cartman's House	-	Purchase from the Kupa Keep Armory.
Squire Armor	Token's House	Squire Outfit	Use the Alien Probe to teleport to the roof and smash the chimney to access the chest.
Squire Gloves	Tom's Rhinoplasty	Squire Outfit	Use the Alien Probe to teleport up to the roof of Tom's Rhinoplasty.
Squire Helmet	U-Stor-It	Squire Outfit	Use the Alien Probe to teleport from the roof of the Chaos Lair to access the chest.
Staff of Winter	Cartman's House	-	Purchase from the Kupa Keep Armory.
Stone Hammer	Taco Bell	-	Use the Alien Probe to teleport to the roof and access the chest.
Stupid Spoiled Whore Clothes	Kids' Park	Stupid Spoiled Whore Outfit	Purchase from the Sparkle Boutique.
Stupid Spoiled Whore Gloves	Kids' Park	Stupid Spoiled Whore Outfit	Purchase from the Sparkle Boutique.

Stupid Spoiled Whore Hat	Kids' Park	Stupid Spoiled Whore Outfit	Purchase from the Sparkle Boutique.
Super Bouncy Ball!	Your House	-	Climb the wall near the mousetrap and loot the bag.
Super Cereal ManBearPig Club	U-Stor-It	-	Found within a chest in Al Gore's Secret Room at Al Gore's Storage.
Surgical Cap	Unplanned Parenthood	Surgical Scrubs	Found inside Operating Room A.
Surgical Gloves	Unplanned Parenthood	Surgical Scrubs	Found inside Operating Room A.
Surgical Scrubs	Unplanned Parenthood	Surgical Scrubs	Found inside Operating Room A.
SWAT Armored Headgear	Taco Bell	SWAT Tactical Gear	Loot the SWAT Officers after the fight in Taco Bell.
SWAT Tactical Gloves	Taco Bell	SWAT Tactical Gear	Loot the SWAT Officers after the fight in Taco Bell.
SWAT Vest	Taco Bell	SWAT Tactical Gear	Loot the SWAT Officers after the fight in Taco Bell.
Sweaty Headband	U-Stor-It	-	Purchase from the Street Merchant.
Sweet Katana	Jimbo's Guns	-	Purchase from Jimbo's Guns.
Sword of Endings	Kyle's House	-	Purchase from Elvenwares.
Tinfoil Hat	UFO	-	Defeat the Alien Conspiracy Hobo.
Training Gloves	U-Stor-It	-	Purchase from the Street Merchant.
Underpants "Helmet"	Your House		Defeat and loot the gnomes in Your Parents' Room.
Valkyrie Armor	Kids' Park	Valkyrie Armor	Inside of a chest in the Girls' Hideout.
Valkyrie Gloves	Kids' Park	Valkyrie Armor	Inside of a chest in the Girls' Hideout.
Valkyrie Headband	Kids' Park	Valkyrie Armor	Inside of a chest in the Girls' Hideout.
Vibroblade	Mr. Slave's Ass	-	Defeat and loot the Nazi Zombie Mutant Bacteria after passing the cell phone.
Warrior's Blade	Cartman's House	-	Purchase from the Kupa Keep Armory.
Warrior's Scimitar	Cartman's House	-	Purchase from the Kupa Keep Armory.
Wife Beater	Kenny's House	-	Found inside of a chest in Kenny's Garage.
Witch Gloves	Jimmy's House	Witch Outfit	Use Gnome Dust to pass through the hole in the fence near Jimmy's House.
Witch Hat	Tweek Bros. Coffee	Witch Outfit	Use Gnome Dust and loot the bag beneath the bench.
Witch Robes	School	Witch Outfit	Use Gnome Dust to enter the hollow log at the fork in the road just left of the school.
Wood Elf Armor	Jimmy's House	Wood Elf Outfit	Acquired after fighting the Elven Anti-Magician.
Wood Elf Cap	Jimmy's House	Wood Elf Outfit	Found in Jimmy's Room.
Wood Elf Gloves	Jimmy's House	Wood Elf Outfit	Acquired after fighting the Drow Elves in the attic.
Wooden Crossbow	Jimbo's Guns	-	Purchase from Jimbo's Guns.
Woodsman Armor	Kyle's House	Woodsman Outfit	Purchase from Elvenwares.

Woodsman Cap	Kyle's House	Woodsman Outfit	Purchase from Elvenwares.
Woodsman Gloves	Kyle's House	Woodsman Outfit	Purchase from Elvenwares.

Shit in the Back

Melee Weapons

Alien Probe

LVL	Strength	Strikes	Element		Slots	Cost	Resale
5	48-67	3	None	—	1	—	$7.00
Traits	Piercing	Penetrates 20 enemy armor.					

"Engineered to provide vital data to aliens. Has 17 different vibration settings."

Archmage's Wand

LVL	Strength	Strikes	Element		Slots	Cost	Resale
11	169-235	3	Fire	+500	2	C$27.28	$4.40
Traits	Burning Surge	Gain 5 PP on Perfect Attack on a burning target.					

"Wielded by a famous and powerful wizard, then purchased from a catalog on a domestic flight."

Assassin's Dagger

LVL	Strength	Strikes	Element		Slots	Cost	Resale
10	110-153	5	None	—	2	—	$14.00
	Piercing	Penetrates 25% of enemy armor.					
Traits	Jagged	Target starts bleeding on Perfect Attack.					
	Executioner's Joy	Gain 100 HP when an enemy dies.					

"This famous blade has decimated an entire royal line, cut through a tin can, and is still sharp."

Axe of Stopping

LVL	Strength	Strikes	Element		Slots	Cost	Resale
8	133-185	3	None	—	1	$12.00	$2.40
Traits	Daze	On Perfect Attack, slows your target.					

"Stops enemies in their tracks."

Axe of the Underworld

LVL	Strength	Strikes	Element		Slots	Cost	Resale
13	629-875	3	None	—	1	—	$14.00
Traits	Vampirism	Perfect Attack drains 300 HP from bleeding target.					

"Formerly held by the Lords of the Underworld."

Billy Club of Smiting

LVL	Strength	Strikes	Element		Slots	Cost	Resale
2	18-26	2	None	—	1	—	$4.00
Traits	Weaken	On Perfect Attack, lowers target's defenses.					

"The final word in authoritah."

Butters' Hammer of Storms

LVL	Strength	Strikes	Element		Slots	Cost	Resale
8	122-170	3	Shock	+50	2	—	$9.00
Traits	—	—					

"You struck down the first friend you ever made in South Park. Then again it was Butters."

Canadian Halberd

LVL	Strength	Strikes	Element		Slots	Cost	Resale
12	719-1,000	2	None	—	2	C$28.52	$4.60
Traits	Wide Hit	A Perfect Attack targets everyone in a column.					

"From the frigid battle arenas of the north, eh."

Claymore of the Warrior

LVL	Strength	Strikes	Element		Slots	Cost	Resale
11	434-603	2	None	—	1	C$28.52	$4.60
Traits	Warrior's Rage	Gain Attack Up after a Perfect Attack.					
	Armored Strike	Weapon damage increases by 5x your armor value.					
	Rend	Destroys 50 armor on Perfect Attack.					

"Originally meant for a taller person."

Club of Smiting

LVL	Strength	Strikes	Element		Slots	Cost	Resale
4	53-75	2	None	—	1	$10.00	$2.00
Traits	Shield Smash	Perfect Attack reduces shields by 1.					
	Weaken	On Perfect Attack, lowers target's defenses.					

"Holy wrath in the form of a stick."

Crutch of Weakness

LVL	Strength	Strikes	Element		Slots	Cost	Resale
4	30-42	3	None	—	1	—	$4.40
Traits	Numbing Strike	On Perfect Attack, weakens target's attack.					

"Lulls opponents into false confidence."

Dire Scepter

LVL	Strength	Strikes	Element		Slots	Cost	Resale
11	224-312	3	None	—	1	C$44.64	$7.20
Traits	Dire Slayer	Plus 20% damage vs. Dire monsters.					

"You know what a dire scepter is, don't you?"

Elf Blade

LVL	Strength	Strikes	Element		Slots	Cost	Resale
6	67-93	3	None	—	1	$12.00	$2.40
Traits	—	—					

"Masterfully crafted."

Fairy Princess Blade

LVL	Strength	Strikes	Element		Slots	Cost	Resale
13	584-812	3	None	—	2	$24.00	$4.80
Traits	Enchanted	Attacks from this weapon bypass enemy defense.					

"Glittery but abrasive"

Fatbeard's Blade

LVL	Strength	Strikes	Element		Slots	Cost	Resale
6	85-118	2	None	—	1	$12.00	$2.40
Traits	Magnets	Gain 20% additional money.					

"The legendary blade of a big-boned Somali pirate king."

Fire Sword

LVL	Strength	Strikes	Element		Slots	Cost	Resale
10	165-230	3	Fire	+400	1	$14.00	$2.80
Traits	—	—					

"Currently under manufacturer recall."

Fire Wand

LVL	Strength	Strikes	Element		Slots	Cost	Resale
7	47-66	4	Fire	+50	1	—	$5.60
Traits	Burning Surge	Gain 3 PP on Perfect Attack on a burning target.					

"Unlocks the power of fire via an easily manipulated childproof safety switch."

Flamberge Rapier

LVL	Strength	Strikes	Element	Slots	Cost	Resale
11	262-365	3	None —	1	C$27.90	$4.50
Traits	Jagged	Target starts bleeding on Perfect Attack.				
	Numbing Strike	On Perfect Attack, weakens target's attack.				

"This blade is as deadly as it is wavy."

Gnome Pickaxe

LVL	Strength	Strikes	Element	Slots	Cost	Resale
9	242-337	2	None —	2	—	$13.00
Traits	Piercing	Penetrates 20 enemy armor.				
	Shield Smash	Perfect Attack reduces shields by 3.				

"Used for mining the most precious mineral: 100% cotton."

Greataxe of the Warrior

LVL	Strength	Strikes	Element	Slots	Cost	Resale
12	825-1,146	2	None —	1	—	$30.00
Traits	Warrior's Rage	Gain Attack Up after a Perfect Attack.				
	Armored Strike	Weapon damage increases by 5x your armor value.				
	Rend	Destroys 100 armor on Perfect Attack.				

"A great weapon for exploiting your enemies' subtle weakness: decapitation."

Greatsword of the Warrior

LVL	Strength	Strikes	Element	Slots	Cost	Resale
7	76-106	3	None —	2	—	$6.60
Traits	Warrior's Rage	Gain Attack Up after a Perfect Attack.				
	Armored Strike	Weapon damage increases by 4x your armor value.				
	Rend	Destroys 50 armor on Perfect Attack.				

"So-called because of its greatness in the area of stabbing."

Halberd of the Warrior

LVL	Strength	Strikes	Element	Slots	Cost	Resale
3	34-47	2	None —	2	—	$3.80
Traits	Warrior's Rage	Gain Attack Up after a Perfect Attack.				
	Armored Strike	Weapon damage increases by 2x your armor value.				

"For knocking cavalry off of their stick horses."

Holy Hammer of Smiting

LVL	Strength	Strikes	Element		Slots	Cost	Resale
7	54-76	3	Holy	+100	2	—	$7.60
Traits	Weaken	On Perfect Attack, lowers target's defenses.					

"Smite infidels with divine, vulcanized wrath."

Holy Lance

LVL	Strength	Strikes	Element		Slots	Cost	Resale
7	110-153	2	None	—	1		$5.20
Traits	Reach	Perfect Attack hits the target plus enemy behind.					
	Sharp	Adds 20% damage on Perfect Attack.					
	Strength of Torment	+10% damage per debuff on you.					

"So-named after the final word of its victims."

Holy Mossad Knife

LVL	Strength	Strikes	Element		Slots	Cost	Resale
11	150-208	5	Holy	+100	1	C$26.66	$4.30
Traits	Nazi Slayer	Plus 20% damage against Nazis.					
	Vengeance	Deal 15% more damage when below 25% health.					

"A covert knife from a mysterious order."

Holy Poker of the Faithful

LVL	Strength	Strikes	Element		Slots	Cost	Resale
10	281-391	2	Holy	+50	2	—	$11.80
Traits	**Strength** of Torment	Plus 10% damage per debuff on you.					
	Vengeance	Deal 10% more damage when below 25% health.					

"A weapon of attrition."

Holy Staff

LVL	Strength	Strikes	Element		Slots	Cost	Resale
3	28-40	2	Holy	+10	2	—	$3.00
Traits	Vengeance	Deal 5% more damage when below 25% health.					

"The key innovation here is the snake."

Ice Wand

LVL	Strength	Strikes	Element		Slots	Cost	Resale
5	36-51	3	Frost	+30	1	—	$4.80
Traits	Frozen Surge	Gain 5 PP vs. a slowed target.					

"Cold to the touch with ice magic."

Izmel of the Faithful

LVL	Strength	Strikes	Element		Slots	Cost	Resale
5	37-52	3	None	—	2	—	$4.00
Traits	Numbing Strike	On Perfect Attack, weakens target's attack.					

"Borrowed from Mohel's medicine cabinet."

Jewish Staff

LVL	Strength	Strikes	Element		Slots	Cost	Resale
1	16-22	2	None	—	2	$2.34	$0.46
Traits	**Strength** of Torment	Plus 5% damage per debuff on you.					

"Guide and defend the faithful with this wooden shepherd's crook."

Kenny's Bloody Club

LVL	Strength	Strikes	Element		Slots	Cost	Resale
2	13-18	3	None	—	1	—	$3.00
Traits	Sharp	Adds 10% damage on Perfect Attack.					

"A weapon that stands by the redneck tradition of sticking some nails in something to make it deadly."

Knead-ring, the Dough Hammer

LVL	Strength	Strikes	Element		Slots	Cost	Resale
12	341-475	4	None	—	1	$16.00	$3.20
Traits	Shield Smash	Perfect Attack reduces shields by 5.					

"The deadliest weapon known to cartoon cats and mice."

Kris Dagger

LVL	Strength	Strikes	Element		Slots	Cost	Resale
2	11-16	4	None	—	1	$5.50	$1.10
Traits	Piercing	Penetrates 5 enemy armor.					

"Even the most crappily made stiletto in woodshop has its uses."

Laser Sword

LVL	Strength	Strikes	Element		Slots	Cost	Resale
9	130-181	3	Shock	+100	1	—	$11.00
Traits	Warrior's Rage	Gain Attack Up after a Perfect Attack.					
	Armored Strike	Weapon damage increases by 4x your armor value.					

"The plastic surrounding the laser makes an effective bludgeon."

Lightning Wand

LVL	Strength	Strikes	Element		Slots	Cost	Resale
2	13-18	3	Shock	+10	1	$5.00	$1.00
Traits	Numbing Strike	On Perfect Attack, weakens target's attack.					

"Has the power to call lightning down from the sky during lightning storms."

Mace of Restoration

LVL	Strength	Strikes	Element		Slots	Cost	Resale
4	23-32	3	None	—	1	—	$4.40
Traits	Healing Strike	On Perfect Attack, heal 5% of HP.					

"Heal yourself by bashing your enemies in the face."

Magic Wand

LVL	Strength	Strikes	Element		Slots	Cost	Resale
1	15-21	2	None	—	1	$2.34	$0.46
Traits	Burning Surge	Gain 1 PP on Perfect Attack on a burning target.					

"This is a twig."

ManBearPig Claw

LVL	Strength	Strikes	Element		Slots	Cost	Resale
11	179-250	3	None	—	1	—	$40.00
Traits	Reach	Perfect Attack hits the target plus enemy behind.					
	Sharp	Adds 20% damage on Perfect Attack.					

"The dreaded claw of the most dangerous and real creature in the known universe: ManBearPig."

Master Razor

LVL	Strength	Strikes	Element		Slots	Cost	Resale
10	269-375	4	None	—	2	—	$22.00
Traits	Piercing	Penetrates 50 enemy armor.					
	Jagged	Target starts bleeding on Perfect Attack.					

"Relic from an ancient war."

Morningstar of David

LVL	Strength	Strikes	Element		Slots	Cost	Resale
12	656-911	2	Holy	+500	1	—	$20.40

Traits		
	Reach	Perfect Attack hits the target plus enemy behind.
	Vengeance	Deal 25% more damage when below 25% health.
	Strength of Torment	Adds 15% damage per debuff on you.

"A more likely weapon for slaying Goliath."

Noob Hammer

LVL	Strength	Strikes	Element		Slots	Cost	Resale
3	37-52	2	None	—	1	$6.00	$1.20

Traits		
	—	—

"A two-handed hammer intended for the newly initiated."

Poignard

LVL	Strength	Strikes	Element		Slots	Cost	Resale
5	31-43	4	None	—	2	—	$5.20

Traits		
	Piercing	Penetrates 25% of enemy armor.
	Jagged	Target starts bleeding on Perfect Attack.

"For stabbing."

Push Dagger

LVL	Strength	Strikes	Element		Slots	Cost	Resale
3	19-27	3	None	—	1	—	$3.60

Traits		
	Piercing	Penetrates 5 enemy armor.
	Jagged	Target starts bleeding on Perfect Attack.

"Disposed of in a garden by an assassin covering his tracks."

Raider's Blade

LVL	Strength	Strikes	Element		Slots	Cost	Resale
8	101-141	3	None	—	1	$13.00	$2.60

Traits		
	Sharp	Adds 20% damage on Perfect Attack.
	Jagged	Target starts bleeding on Perfect Attack.

"That someone would use a sword of plywood explains why they would need to be doing some raiding."

Rod of Major Boobage

LVL	Strength	Strikes	Element		Slots	Cost	Resale
9	269-375	2	None	—	1	$16.90	$3.38
Traits	Daze	On Perfect Attack, slows your target.					
	Weaken	On Perfect Attack, lowers target's defenses.					

"A grand trophy awarded to the strongest warriors that battle at the Breastriary in Nippopolis."

Rod of Waste

LVL	Strength	Strikes	Element		Slots	Cost	Resale
7	71-100	2	Gross	+50	1	—	$2.80
Traits	Gross Out	Target starts puking and can't be healed.					

"Forged to fight monsters from the bowels of Hell or any bowels really."

Rogue's Dagger

LVL	Strength	Strikes	Element		Slots	Cost	Resale
1	10-15	3	None	—	2	$2.34	$0.46
Traits	Bloody Surge	Gain 1 PP on Perfect Attack on bleeding targets.					

"A wooden dagger fit for stabbing your enemies. Preferably in the back."

Serrated Axe of Rending

LVL	Strength	Strikes	Element		Slots	Cost	Resale
11	350-487	3	None	—	1	—	$14.00
Traits	Sharp	Adds 20% damage on Perfect Attack.					
	Rend	Destroys 30 armor on Perfect Attack.					

"The very definition of screwing around in shop class."

Shocking Staff

LVL	Strength	Strikes	Element		Slots	Cost	Resale
10	221-307	2	Shock	+150	1	—	$12.60
Traits	Numbing Strike	On Perfect Attack, weakens target's attack.					

"Effective against mosquitoes in a 15-foot radius."

Sica Dagger of the Faithful

LVL	Strength	Strikes	Element		Slots	Cost	Resale
9	84-117	5	Holy	+20	1	—	$8.40
Traits	Vengeance	Deal 10% more damage when below 25% health.					

"Spreads pain and more."

Sickle Sword of the Faithful

LVL	Strength	Strikes	Element		Slots	Cost	Resale
2	13-18	3	Holy	+7	1	$4.50	$0.90

Traits		
	Strength of Torment	Adds 5% damage per debuff on you.

"A suitable weapon for battle, the ultimate bloodsport."

Slashing Blade of the Ranger

LVL	Strength	Strikes	Element		Slots	Cost	Resale
8	179-250	2	None	—	2	—	$9.00

Traits		
	Jagged	Target starts bleeding on Perfect Attack.
	Wide Hit	A Perfect Attack targets everyone in a column.

"Battle trophy taken from the body of a mortal foe."

Staff of Winter

LVL	Strength	Strikes	Element		Slots	Cost	Resale
8	99-138	3	Frost	+50	1	$12.00	$2.40

Traits		
	Frozen Surge	Gain 10 PP vs. a slowed target.

"Legend says this staff is the reason snow never melts around South Park."

Star Wand

LVL	Strength	Strikes	Element		Slots	Cost	Resale
9	139-193	3	None	—	2	—	$9.20

Traits		
	Surprise Hit	Gain 1% damage against a sleeping target.
	Burning Surge	Gain 4 PP on Perfect Attack on a burning target.
	Slow Surge	Gain 5 PP on Perfect Attack on a slow target.

"Some say it was forged from a shooting star. Others that it was stolen from a garage sale. But its power is unquestioned."

Stone Hammer

LVL	Strength	Strikes	Element		Slots	Cost	Resale
7	134-187	2	None	—	1	—	$17.00

Traits		
	Shield Smash	Perfect Attack reduces shields by 3.

"Crude and primitive, but no less fearsome."

Super Cereal ManBearPig Club

LVL	Strength	Strikes	Element		Slots	Cost	Resale
8	143-200	3	None	—	1	—	$3.40

Traits		
	Super Cereal	This item is super cereal.
	Green	This weapon helps prevent global warming.

"Perfect for close range combat against ManBearPig. Aim for his snout to deal massive damage."

Sweet Katana

LVL	Strength	Strikes	Element		Slots	Cost	Resale
14	1,349-1,875	3	None	—	1	$75.00	$15.00
Traits	Rend	Destroys 200 armor on Perfect Attack.					

"Awesome sword from the best store at the mall."

Sword Breaker

LVL	Strength	Strikes	Element		Slots	Cost	Resale
9	106-147	4	None	—	1	—	$10.20
Traits	Numbing Strike	On Perfect Attack, weakens target's attack.					
	Jagged	Target starts bleeding on Perfect Attack.					
	Block	Reduces damage by 10% when blocking.					

"Usually used primarily as a blocking weapon, but only by cowards."

Sword of Endings

LVL	Strength	Strikes	Element		Slots	Cost	Resale
12	494-687	3	None	—	1	$23.00	$4.60
Traits	Called Shot	Gain Attack Up when an enemy dies.					
	Lucky Break	Gain 100 HP when an enemy dies.					

"A harbinger of things to come."

Vibroblade

LVL	Strength	Strikes	Element		Slots	Cost	Resale
14	809-1,125	4	Gross	+500	1	—	$33.80
Traits	—	—					

"A mysterious sword pulsating with eldritch power."

Wand of Wizarding

LVL	Strength	Strikes	Element		Slots	Cost	Resale
3	16-22	3	Fire	+20	2	—	$3.40
Traits	Burning Surge	Gain 2 PP on Perfect Attack on a burning target.					

"Glows in the dark to light the way and ward off evil."

Warhammer

LVL	Strength	Strikes	Element		Slots	Cost	Resale
10	292-406	2	None	—	1	—	$15.00

Traits	Warrior's Rage	Gain Attack Up after a Perfect Attack.
	Armored Strike	Weapon damage increases by 5x your armor value.
	Shield Smash	Perfect Attack reduces shields by 2.

"Peasant militia are known to keep these in their unlocked garages."

Warrior's Axe

LVL	Strength	Strikes	Element		Slots	Cost	Resale
5	32-45	4	None	—	2	—	$5.00

Traits	Warrior's Rage	Gain Attack Up after a Perfect Attack.
	Armored Strike	Weapon damage increases by 4x your armor value.
	Numbing Strike	On Magic Attack, weakens target's attack.

"Taken from the Warrior's dad's toolshed."

Warrior's Blade

LVL	Strength	Strikes	Element		Slots	Cost	Resale
1	17-23	2	None	—	2	$2.34	$0.46

Traits	Armored Strike	Weapon damage increases by 2x your armor value.

"A wooden sword befitting a level 1 noob."

Warrior's Longsword

LVL	Strength	Strikes	Element		Slots	Cost	Resale
8	106-147	3	None	—	2	$12.00	$2.40

Traits	Warrior's Rage	Gain Attack Up after a Perfect Attack.
	Armored Strike	Weapon damage increases by 3x your armor value.
	Reach	Perfect Attack hits the target plus enemy behind.

"The compensating cousin of the shortsword."

Warrior's Scimitar

LVL	Strength	Strikes	Element		Slots	Cost	Resale
2	15-21	3	None	—	2	$5.50	$1.10

Traits	Armored Strike	Weapon damage increases by 3x your armor value.

"Tassel made from the scalps of the vanquished."

Wizard’s Staff

LVL	Strength	Strikes	Element		Slots	Cost	Resale
12	431-598	3	Fire	+400	1	—	$72.00

Traits		
	Combustion	On a magic attack, burning damage applies instantly.
	Burning Surge	Gain 4 PP on Perfect Attack on a burning target.

“Will never leave the hand of the wielder, due in large part to the thick layer of tree sap.”

Shit in the Back

Ranged Weapons

Alien Ray Gun

LVL	Strength	Strikes	Element	Slots	Cost	Resale
4	75	—	Shock +30	1	—	$5.00

Traits: Strafe Hit, Shield Smash

"Thermoradioactive death ray. Legal in Texas with the proper permits."

Bar Darts

LVL	Strength	Strikes	Element	Slots	Cost	Resale
3	35	3	None —	1	—	$4.00

Traits: Sharp, Jagged, Scatter

"Imagine your enemy's face is a big dartboard."

Adds 10% damage on Perfect Attack.
Target starts bleeding on Perfect Attack.
Hits up to 3 random targets.

Basketball

LVL	Strength	Strikes	Element	Slots	Cost	Resale
8	150-314	—	None —	1	—	$3.00

Traits: Bounce, Double-hard Hit

"Aim for the face."

Bounces to hit a random target.
Hits for extra damage. Strong against armor.

Batdadarang

LVL	Strength	Strikes	Element	Slots	Cost	Resale
7	140	5	None —	1	$14.00	$2.80

Traits: Chain, Jagged

"Deadly bladed boomerangs."

Bounces on 5 targets, as long as 3 remain.
Target starts bleeding on Perfect Attack.

Battle Bow

LVL	Strength	Strikes	Element	Slots	Cost	Resale
11	240	3	Fire +100	1	$23.00	$4.60

Traits: Thorns, Triple-hard Hit, Volley

"The jagged blades on this bow damage enemies who come close."

Melee-attacking enemies take up to 50 damage.
Hits for extra damage. Strong against armor.
Fires 3 projectiles that crit if you Perfect Hit.

Bow of Sucking

LVL	Strength	Strikes	Element	Slots	Cost	Resale
1	9	3	None —	1	—	$0.46

Traits: Triple-hard Hit, Volley

"A mighty bow taken from an elven foe."

Hits for extra damage. Strong against armor.
Fires 3 projectiles that do critical damage if you Perfect Hit.

Broken Bottle

LVL	Strength	Strikes	Element	Slots	Cost	Resale
6	50	4	Gross +10	1	—	$4.00

Traits: Jagged, Scatter

"It's sharp and covered in sewage. Theperfect weapon."

Target starts bleeding on Perfect Attack.
Hits up to 4 random targets.

Chakram

LVL	Strength	Strikes	Element	Slots	Cost	Resale
14	500	6	None —	1	$24.00	$4.80

Traits: Chain, Jagged

"Original owner had three arms, won't miss this one."

Bounces on 6 targets, as long as 3 remain.
Target starts bleeding on Perfect Attack.

Crossbow of Impalement

LVL	Strength	Strikes	Element	Slots	Cost	Resale
14	1,000-2,099	—	None —	1	$50.00	$10.00

Traits: Strafe Hit, Double-hard Hit

"Jimbo's hunting crossbow. Immune to all forms of gun control."

Hits for a complete row of enemies.
Hits for extra damage. Strong against armor.

Discus of Bleeding

LVL	Strength	Strikes	Element	Slots	Cost	Resale
12	1,250	2	None —	1	—	$4.00

Traits: Jagged, Scatter

"Give it a good spin for extra cutting power."

Target starts bleeding on Perfect Attack.
Hits up to 2 random targets.

Dodgeball

LVL	Strength	Strikes	Element	Slots	Cost	Resale
3	25-52	—	None —	1	—	$3.00

Traits: Bounce, Double-hard Hit

"The best school-approved method for injuring others."

Bounces to hit a random target.
Hits for extra damage. Strong against armor.

Elvish Longbow

LVL	Strength	Strikes	Element	Slots	Cost	Resale
10	160	4	None —	1	$16.00	$3.20

Traits: Quad-hard Hit, Volley

"Splinters may be a concern, but range is not."

Hits for extra damage. Strong against armor.
Fires 4 projectiles that do critical damage if you Perfect Hit.

Elvish Shortbow

LVL	Strength	Strikes	Element	Slots	Cost	Resale
3	20	3	None —	1	—	$5.00

Traits: Triple-hard Hit, Volley

"Much faster than the famous khaki longbow, but crappier in most other ways."

Hits for extra damage. Strong against armor.
Fires 3 projectiles that do critical damage if you Perfect Hit.

Fairy Princess Bow

LVL	Strength	Strikes	Element	Slots	Cost	Resale
12	250	5	None —	1	$24.00	$4.80

Traits: Sharp, Penta-hard Hit, Volley

"A bit like Cupid's Bow. Except instead of falling in love, the target has an arrow stuck in their face."

Adds 20% damage on Perfect Attack.
Hits for extra damage. Strong against armor.
Fires 5 projectiles that do critical damage if you Perfect Hit.

Fucking Ninja Stars

LVL	Strength	Strikes	Element	Slots	Cost	Resale
12	333	6	None —	1	—	$27.00

Traits: Piercing, Sharp, Jagged, Scatter

"It's all fun and games until someone loses an eye."

Penetrates 25% of enemy armor.
Adds 25% damage on Perfect Attack.
Target starts bleeding on Perfect Attack.
Hits up to 6 random targets.

Grenade of Slowing

LVL	Strength	Strikes	Element	Slots	Cost	Resale
14	800	—	None —	1	—	$4.00

Traits: Freezing, Splash

"Give the dry ice a good shake before throwing."

On Perfect Hit, slows your target.
Up to 4 adjacent targets are hit for half damage.

Lawn Dart

LVL	Strength	Strikes	Element	Slots	Cost	Resale
13	810	3	None —	1	—	$19.00

Traits: Jagged, Scatter

"The safest toy ever made."

Target starts bleeding on Perfect Attack.
Hits up to 3 random targets.

Longbow

LVL	Strength	Strikes	Element	Slots	Cost	Resale
6	90-188	—	None —	2	$12.00	$2.40

Traits: Volley, Double-hard Hit

"An ineffective toy until someone thought to pair it with real arrows."

Fires 2 projectiles that do critical damage if you Perfect Hit.
Hits for extra damage. Strong against armor.

Missile of Slowing

LVL	Strength	Strikes	Element	Slots	Cost	Resale
4	75-93	—	None —	1	—	$4.00

Traits: Freezing, Extra-hard Hit

"Packed tight and kept in a freezer overnight."

On Perfect Hit, slows your target.
Hits for extra damage. Strong against armor.

Mongorian Bow

LVL	Strength	Strikes	Element	Slots	Cost	Resale
3	35	3	Fire +10	1	—	$3.60

Traits: Triple-hard Hit, Triple-Hit

"The prized bow of the fallen Mongorian Khan."

Hits for extra damage. Strong against armor.
Weapon hits 3 times. Strong against shields.

Poison Grenades

LVL	Strength	Strikes	Element	Slots	Cost	Resale
11	50	6	Gross +250	1	—	$4.00

Traits: Scatter

"Don't think about where it's been."

Hits up to 6 random targets.

Recurve Bow

LVL	Strength	Strikes	Element	Slots	Cost	Resale
9	120-551	—	None —	2	$18.00	$3.60

Traits: Volley, Quad-hard Hit

"An upgrade to arrow force makes the cool you look using it."

Fires 4 projectiles that do critical damage if you Perfect Hit.
Hits for extra damage. Strong against armor.

Super Bouncy Ball!

LVL	Strength	Strikes	Element	Slots	Cost	Resale
10	100	9	None —	1	—	$4.00

Traits: Chain

"Bounces twice as high as a normal rubber ball."

Bounces on 9 targets, as long as 3 remain.

Throwing Knife

LVL	Strength	Strikes	Element	Slots	Cost	Resale
7	55	4	None —	1	—	$6.00

Traits: Piercing, Jagged, Sharp, Scatter

"What looks like a knife, feels like a knife, and is way better than a knife?"

Penetrates 50 enemy armor.
Targets starts bleeding on Perfect Attack.
Adds 25% damage on Perfect Attack.
Hits up to 4 random targets.

Wooden Crossbow

LVL	Strength	Strikes	Element	Slots	Cost	Resale
6	80-100	—	None —	1	$14.00	$2.80

Traits: Shield Smash, Reach, Extra-hard Hit

"Not meant to be used as a toy, which is true of all great toys."

Perfect Attack reduces shields by 3.
Perfect Attack hits the target plus the enemy behind.
Hits for extra damage. Strong against armor.

*Available as DLC

Shit in the Back

Head Costumes

Alien Helmet

LVL	Outfit	Slots	Cost	Resale
4	Alien Suit	1	—	$2.00
Traits	Tactical Display	Weapon attacks deal 10% more damage.		

"Enhances vision and hearing to superhuman levels. Takes two AA batteries."

Assassin Mask*

LVL	Outfit	Slots	Cost	Resale
2	Assassin	1	—	$4.00
Traits	Magnets	Gain 10% additional money.		

"A dark hood woven from shadows to protect your identity and make you look really mysterious and cool."

Barbarian Helmet

LVL	Outfit	Slots	Cost	Resale
12	Barbarian **Outfit**	1	—	$7.00
Traits	Comeback	Gain Ability Up when below 15% HP.		
	Armor	Adds 70 armor, reducing enemy attacks.		

"Horns for intimidation. Fur for comfort."

Bishop Mitre

LVL	Outfit	Slots	Cost	Resale
12	Bishop Vestments	1	$16.12	$2.60
Traits	Bulky	Increases max HP by 150.		
	Blessed	Gain Rebirth at the start of combat.		

"The pompom points up to Heaven."

Cheese Helmet

LVL	Outfit	Slots	Cost	Resale
7	Cheese **Costume**	—	$10.00	$2.00
Traits	Bulky	Increases max HP by 30.		
	Powerful	Increases your max PP by 2.		

"Imported from Wisconsin."

Clyde's Helmet

LVL	Outfit	Slots	Cost	Resale
2	—	—	$6.00	$1.20
Traits	Armor	Adds 3 armor, reducing enemy attacks.		

"After Clyde was banished from space and time, all that remained was this helmet."

Condom Cap

LVL	Outfit	Slots	Cost	Resale
13	—	—	—	$4.00
Traits	Reservoir Tip	Gain a shield that blocks 5 hits at start of combat.		
	Ribbed	For her pleasure.		

"Packaging claims to have protected the heads of billions. Also claims to ward against disease."

Crab Helmet

LVL	Outfit	Slots	Cost	Resale
13	Crab **Outfit**	1	—	$7.00
Traits	Armor	Adds 100 armor, reducing enemy attacks.		
	Underworld Power	Gain 2 PP each turn when inside.		

"Feels like shell, fits like helmet."

Crown of Anal Pleasure

LVL	Outfit	Slots	Cost	Resale
13	—	—	—	$2.00
Traits	Armor	Adds 110 armor, reducing enemy attacks.		

"Only those who have journeyed into a gay man's ass deserve to wear the Crown of Anal Pleasure."

Crown of Thorns

LVL	Outfit	Slots	Cost	Resale
13	Jew Class (Tier 4)	1	—	—

Traits	Holy Fire	Adds 20% damage when burning.
	Suffering	Gain 5 PP when you take damage.
	Thorns	Melee-attacking enemies take up to 100 damage.

"Your head sure is holy after getting poked by all these thorns."

Druid Crown

LVL	Outfit	Slots	Cost	Resale
4	Druid **Outfit**	1	—	$2.00

Traits	Armor	Adds 2 armor, reducing enemy attacks.
	Nature's Power	Regen 2 PP each turn when outdoors.

"Bear wrestling is a rite of passage among druids. The bears' heads are worn as trophies, and their stuffing is consumed for its power."

Du Rag

LVL	Outfit	Slots	Cost	Resale
1	—	1	$2.00	$0.40

Traits	Vulnerable	Adds 5% damage vs. bleeding enemies.

"In gang-neutral colors so as not to burn any bridges."

Elven Ranger Cap*

LVL	Outfit	Slots	Cost	Resale
2	Elven Ranger	1	—	$4.00

Traits	Melee Fighter	Melee weapon attacks inflict more damage.

"The feather helps make this cap aerodynamically superior to other hats."

Fairy Princess Tiara

LVL	Outfit	Slots	Cost	Resale
14	Fairy Princess **Outfit**	1	$15.00	$3.00

Traits	Bulky	Increases max HP by 400
	Constant Surge	Gain 5 PP each turn.

"Popular among both hippies and Renaissance Faire weirdos."

Fighter's Crown of Insight

LVL	Outfit	Slots	Cost	Resale
13	Fighter Class (Tier 4)	1	—	—

Traits		
	Armor	Adds 80 armor, reducing enemy attacks.
	Opportune Strike	Double weapon damage on stunned targets.

"You are truly the grand king of smashing foes."

Fighter's Crown of Insight

LVL	Outfit	Slots	Cost	Resale
7	Fighter Class (Tier 3)	1	—	—

Traits		
	Armor	Adds 10 armor, reducing enemy attacks.
	Opportune Strike	Adds 75% more weapon damage on stunned targets.

"This crown marks your expertise in bashing enemies with things."

Fighter's Helm of Insight

LVL	Outfit	Slots	Cost	Resale
3	Fighter Class (Tier 2)	1	—	—

Traits		
	Armor	Adds 3 armor, reducing enemy attacks.
	Opportune Strike	Gain 50% more weapon damage on stunned targets.

"Learn the ways of the warrior and let this helm guide you down the path of problem solving through violence."

Fighter's Helm of Insight

LVL	Outfit	Slots	Cost	Resale
1	Fighter Class (Tier1)	1	—	—

Traits		
	Armor	Adds 1 armor, reducing enemy attacks.
	Opportune Strike	Gain 25% more weapon damage on stunned targets.

"Learn the ways of the warrior and let this helm guide you down the path of problem solving through violence."

Friar Cap

LVL	Outfit	Slots	Cost	Resale
3	Friar **Outfit**	1	—	$2.00

Traits		
	Bulky	Increases max HP by 400
	Constant Surge	Gain 5 PP each turn.

"Dipped in holy water when no one was looking."

Gas Mask

LVL	Outfit	Slots	Cost	Resale
2	—	—	$5.00	$1.00
Traits	Armor	Adds 1 armor, reducing enemy attacks.		
	Hazmat	Reduces gross-out damage by 25.		

"Protects against the stinkiest gas attacks."

Gnome Helmet

LVL	Outfit	Slots	Cost	Resale
9	Gnome **Outfit**	1	—	$7.00
Traits	Armor	Adds 15 armor, reducing enemy attacks.		
	Gnome Power	Gain 3 PP each turn when shrunk.		

"Would make an effective bayonet at close range were it not made of cloth and two inches tall."

Goth Cap

LVL	Outfit	Slots	Cost	Resale
5	Goth Clothes	1	$5.00	$1.00
Traits	Non-Conformist	Gain individuality for insulting others.		

"Pull this cap low to avoid meeting the gaze of any poser sellout assholes."

Holy Defender Helmet*

LVL	Outfit	Slots	Cost	Resale
2	Holy Defender	1	—	$4.00
Traits	Turtle Shell	Gain a shield when below 15% HP.		

"Designed to keep your head cool under the harsh desert sun."

Holy Fedora

LVL	Outfit	Slots	Cost	Resale
7	Jew Class (Tier 3)	1	—	—
Traits	Holy Fire	Plus 15% damage when burning.		
	Suffering	Gain 2 PP when you take damage.		

"Payot not included."

Holy Yarmulke

LVL	Outfit	Slots	Cost	Resale
3	Jew Class (Tier 2)	1	—	—
Traits	Holy Fire	Plus 10% damage when burning.		
	Suffering	Gain 1 PP when you take damage.		

"A holy blessed skullcap."

Holy Yarmulke

LVL	Outfit	Slots	Cost	Resale
1	Jew Class (Tier 1)	1	—	—
Traits	Suffering	Gain 1 PP when you take damage.		

"A holy skullcap."

Jester's Cap

LVL	Outfit	Slots	Cost	Resale
7	—	1	—	$7.00
Traits	Bulky	Increases max HP by 25.		
	Buddy Surge	Gain 1 PP when your buddy attacks.		

"Has all the bells and whistles."

KKK Helmet

LVL	Outfit	Slots	Cost	Resale
4	KKK **Outfit**	1	$10.00	$2.00
Traits	Armor	Adds 5 armor, reducing enemy attacks.		
	Power Gain	A 2-handed Perfect Attack gains 1 PP.		

"For protecting the superior brains of members of the KKK."

Khan Helm

LVL	Outfit	Slots	Cost	Resale
11	Khan **Outfit**	1	$13.00	$2.60
Traits	Armor	Adds 50 armor, reducing enemy attacks.		
	Shield Smash	Perfect Attack reduces shields by 2.		

"Baptized in the blood of your enemies."

Knight Helmet

LVL	Outfit	Slots	Cost	Resale
13	Knight **Outfit**	1	—	$10.00
Traits	Armor	Adds 80 armor, reducing enemy attacks.		
	Soul Barrier	Gain a 2-hit shield when you KO an enemy.		

"Fits perfectly around a brave head."

Leather Hat

LVL	Outfit	Slots	Cost	Resale
12	Leather Armor	1	$13.00	$2.60

Traits		
	Armor	Adds 50 armor, reducing enemy attacks.
	Filthy Surge	Gain 5 PP on Perfect Attack on a grossed out target.

"Provides extra safeguarding for those who know its magical Word of Safety."

Mage's Cap of Power

LVL		Outfit	Slots	Cost	Resale
13		Mage Class (Tier 4)	1	—	—

Traits		
	Powerful	Increases your max PP by 2.
	Power Gain	A Perfect Attack gains 3 PP.

"Mystical runes channel the power of the cosmos itself. Unbeatable when the planets align."

Mage's Cap of Power

LVL	Outfit	Slots	Cost	Resale
7	Mage Class (Tier 3)	1	—	—

Traits		
	Powerful	Increases your max PP by 2.
	Power Gain	A Perfect Attack gains 2 PP.

"Mystical runes channel the power of the cosmos itself. Unbeatable when the planets align."

Mage's Headband of Power

LVL	Outfit	Slots	Cost	Resale
3	Mage Class (Tier 2)	1	—	—

Traits		
	Power Gain	A Perfect Attack gains 1 PP.
	Increases your max PP by 1.	

Powerful

"Draws power from your brain."

Mage's Headband of Power

LVL	Outfit	Slots	Cost	Resale
1	Mage Class (Tier 1)	1	—	—

Traits		
	Powerful	Increases your max PP by 1.

"Draws power from your brain."

Minstrel's Cap

LVL	Outfit	Slots	Cost	Resale
6	Minstrel **Outfit**	1	$10.00	$2.00
Traits	Refreshing Pause	Gain 50 HP when your buddy attacks.		

"The flamboyant headdress of a great showman."

Monk Cap

LVL	Outfit	Slots	Cost	Resale
10	Monk **Outfit**	1	$11.00	$2.20
Traits	Bulky	Increases max HP by 80.		
	Thrown Surge	Gain 2 PP when you hit with a thrown weapon.		

"Once worn by a husky bigot to a popular Chinese restaurant."

Necromancer Hood

LVL	Outfit	Slots	Cost	Resale
9	Necromancer **Outfit**	1	—	$10.00
Traits	Killing Surge	Gain 5 PP when you kill an opponent.		
	Undead Surge	Gain 3 PP on Perfect Attack on a zombie.		

"Swathes the wearer's head in a veil of darkness."

Samurai Helmet*

LVL	Outfit	Slots	Cost	Resale
2	Samurai	—	—	$4.00
Traits	Solo Power	Regen 4 PP each turn when fighting solo.		

"An artifact of immeasurable cultural value to its home country. Finders keepers."

Sorcerer Hood*

LVL	Outfit	Slots	Cost	Resale
2	Sorcerer	1	—	$4.00
Traits	Winter's Breath	Deal 10% more frost damage.		
	Intimidating	Opponents are more likely to attack allies.		

"Nobody understands you, except for this hood."

Spaceman Helmet*

LVL	Outfit	Slots	Cost	Resale
2	Spaceman	1	—	$4.00
Traits	Emergency Shield	Gain a shield when below 15% HP.		

"Convenient, hands-free communication with other spacemen."

Squire Helmet

LVL	Outfit	Slots	Cost	Resale
6	Squire **Outfit**	1	—	$4.00

Traits			
	Armor	Adds 5 armor, reducing enemy attacks.	
	Focused Attack	+5% weapon damage.	

"Protects just enough of your head from arrows. Juuuuust enough."

Stupid Spoiled Whore Hat

LVL	Outfit	Slots	Cost	Resale
11	Stupid Spoiled Whore **Outfit**	1	$11.00	$2.20

Traits		
	Bulky	Increases max HP by 45.
	Innocent	Opponents are more likely to attack allies.
	Hazmat	Reduces gross-out damage by 25.

"Next best thing to duck lips for livening up your selfies."

Superhero Mask*

LVL	Outfit	Slots	Cost	Resale
1	Superhero	1	—	—

Traits		
	Heroic Defender	Gain Defense Up at the start of combat.

"Whether it's hiding your secret identity or your terrible acne, only you know for sure."

Surgical Cap

LVL	Outfit	Slots	Cost	Resale
10	Surgical Scrubs	1	—	$0.40

Traits		
	Clinical Reserve	Gain Defense Up when you fight a fetus.

"Known colloquially as the 'surgeon's hairnet.'"

SWAT Armored Headgear

LVL	Outfit	Slots	Cost	Resale
8	SWAT Tactical Gear	—	—	$7.00

Traits		
	Follow-up Attack	Attack again when an enemy dies.

"The heads-up display and night vision are perhaps an unfair advantage for future games of Capture the Flag."

Sweaty Headband

LVL	Outfit	Slots	Cost	Resale
1	—	1	$2.00	$0.40

Traits		
	Melee Fighter	Melee weapon attacks inflict 5 more damage.

"You found it moist and it's still moist."

Thief's Hood of Sneakiness

LVL	Outfit	Slots	Cost	Resale
13	Theif Class (Tier 4)	1	—	—
Traits	Bulky	Increases max HP by 250.		
	Bloody Weakness	Defense Down on Perfect Attack vs. bleeding targets.		

"Perfect for posing with your head cast downward, obscuring your eyes like a mysterious shadowy figure."

Thief's Hood of Sneakiness

LVL	Outfit	Slots	Cost	Resale
7	Theif Class (Tier 3)	1	—	—
Traits	Bulky	Increases max HP by 30.		
	Bloody Weakness	Defense Down on Perfect Attack vs. bleeding targets.		

"Perfect for posing with your head cast downward, obscuring your eyes like a mysterious shadowy figure."

Thief's Hood of Sneakiness

LVL	Outfit	Slots	Cost	Resale
3	Theif Class (Tier 2)	1	—	—
Traits	Bulky	Increases max HP by 10.		
	Bloody Weakness	Defense Down on Perfect Attack vs. bleeding targets.		

"Perfect for posing with your head cast downward, obscuring your eyes like a mysterious shadowy figure."

Thief's Hood of Sneakiness

LVL	Outfit	Slots	Cost	Resale
1	Theif Class (Tier 1)	1	—	—
Traits	Bloody Weakness	Defense Down on Perfect Attack vs. bleeding targets.		

"Perfect for posing with your head cast downward, obscuring your eyes like a mysterious shadowy figure."

Tinfoil Hat

LVL	Outfit	Slots	Cost	Resale
5	—	—	—	$2.00
Traits	Armor	Adds 6 armor, reducing enemy attacks.		
	Mental Shielding	Take 25% less damage from aliens.		

"Keeps the aliens from invading your brain. Also keeps out the government, Chinese hackers, and the dog that tells you to kill people."

Underpants “Helmet”

LVL	Outfit	Slots	Cost	Resale
11	—	—	—	$4.00
Traits	Skid Marks	Makes enemies puke when they approach you.		

“Another testament to the versatility of underpants.”

Valkyrie Headband

LVL	Outfit	Slots	Cost	Resale
14	Valkyrie Armor	1	—	$7.00
Traits	Armor	Adds 80 armor, reducing enemy attacks.		
	Valkyrie’s Power	Gain 10 PP when an enemy dies.		

“Worn by the female counterpart to the popular He-male barbarian toy set.”

Witch Hat

LVL	Outfit	Slots	Cost	Resale
8	Witch **Outfit**	1	—	$7.00
Traits	Armor	Adds 10 armor, reducing enemy attacks.		
	Burning Surge	Gain 1 PP when you deal fire damage.		

“A male witch is called a warlock. This is what you will constantly have to remind your friends when wearing this hat.”

Wood Elf Cap

LVL	Outfit	Slots	Cost	Resale
4	Wood Elf **Outfit**	1	—	$4.00
Traits	Armor	Adds 1 armor, reducing enemy attacks.		
	Arrow Surge	Gain 1 PP on bow attack.		

“Dude, seriously?”

Woodsman Cap

LVL	Outfit	Slots	Cost	Resale
9	Woodsman **Outfit**	1	$11.00	$2.20
Traits	Armor	Adds 15 armor, reducing enemy attacks.		
	Nature’s Power	Regen 5 PP each turn when outdoors.		

“It’s 100% biodegradable except for the hood part.”

*Available as DLC

Shit in the Back

Body Costumes

Alien Suit

LVL	Outfit	Slots	Cost	Resale
4	Alien Suit	1	—	$5.00
Traits	Force Field	Gain a shield that blocks 2 hits at start of combat.		

"Years spent probing humans have given the Visitors a selective view of anatomy. Feels like a push-up bra on your sphincter."

Assassin Robes*

LVL	Outfit	Slots	Cost	Resale
2	Assassin	2	—	$7.00
Traits	Magnets	Gain 15% additional money.		

"Armed to the teeth with lethal tools of darkness and 100% machine washable."

Barbarian Armor

LVL	Outfit	Slots	Cost	Resale
12	Barbarian **Outfit**	1	—	$10.00
Traits	Armor	Adds 110 armor, reducing enemy attacks.		
	Berserker Rage	Gain Attack Up at the start of combat.		

"Sleeveless to show off barbarous muscles."

Bishop Vestments

LVL	Outfit	Slots	Cost	Resale
12	Bishop Vestments	2	$29.76	$4.80
Traits	Bulky	Increases max HP by 250.		
	Recovery	You gain 200 additional HP from healing.		

"The garb of one who is truly going with Christ."

Bling

LVL	Outfit	Slots	Cost	Resale
1	—	1	—	$0.40
Traits	Magnets	Gain 5% additional money.		

“Financially irresponsible but does wonders for image.”

Cheese Costume

LVL	Outfit	Slots	Cost	Resale
7	Cheese **Cost**ume	—	$20.00	$4.00
Traits	Bulky	Increases max HP by 50.		
	Steel Sphincter	Higher mana pressure before shitting yourself.		

“Provides unmatched stealth in dairies.”

Crab Carapace

LVL	Outfit	Slots	Cost	Resale
13	Crab **Outfit**	1	—	$10.00
Traits	Armor	Adds 185 armor, reducing enemy attacks.		

“Warms like clothes, looks like carapace.”

Druid Robes

LVL	Outfit	Slots	Cost	Resale
4	Druid **Outfit**	1	—	$5.00
Traits	Armor	Adds 6 armor, reducing enemy attacks.		
	Thorns	Melee-attacking enemies take up to 30 damage.		

“Pine fresh to remind you of home.”

Elven Ranger Armor*

LVL	Outfit	Slots	Cost	Resale
2	Elven Ranger	1	—	—
Traits	Deadly	Weapon attacks deal 10% more damage.		

“Like most elf clothing, only comes in green.”

Fairy Princess Robes

LVL	Outfit	Slots	Cost	Resale
14	Fairy Princess **Outfit**	1	$25.00	$5.00

Traits		
	Bulky	Increases max HP by 700.
	Confident Surge	Gain 3 PP when you are buffed.

"Garb of fairy royalty. Sequins enchanted."

Fighter's Armor

LVL	Outfit	Slots	Cost	Resale
1	Fighter Class (Tier 4)	1	—	—

Traits		
	Warrior's Heart	Plus 10% ability damage after Perfect Attack.
	Armor	Adds 2 armor, reducing enemy attacks.

"A sturdy jacket bought on sale at the outlet mall."

Fighter's Armor

LVL	Outfit	Slots	Cost	Resale
3	Fighter Class (Tier 3)	1	—	—

Traits		
	Warrior's Heart	Plus 10% ability damage after Perfect Attack.
	Armor	Adds 5 armor, reducing enemy attacks.

"A sturdy jacket bought on sale at the outlet mall reinforced with armor."

Fighter's Armor

LVL	Outfit	Slots	Cost	Resale
7	Fighter Class (Tier 2)	1	—	—

Traits		
	Warrior's Heart	Plus 15% ability damage after Perfect Attack.
	Armor	Adds 17 armor, reducing enemy attacks.

"A sturdy jacket bought on sale at the outlet mall reinforced with more armor."

Fighter's Armor

LVL	Outfit	Slots	Cost	Resale
13	Fighter Class (Tier 1)	1	—	—

Traits		
	Warrior's Heart	Plus 10% ability damage after Perfect Attack.
	Armor	Adds 130 armor, reducing enemy attacks.

"A sturdy jacket bought on sale at the outlet mall reinforced with all the armor."

Friar Robes

LVL	Outfit	Slots	Cost	Resale
3	Friar **Outfit**	2	—	$5.00
Traits	Bulky	Increases max HP by 5.		
	Regenerate	Stash of Cheesy Poofs heals 5 health each turn.		

"Made without regard for material wealth. Itchy."

Gnome Clothes

LVL	Outfit	Slots	Cost	Resale
9	Gnome **Outfit**	2	—	$10.00
Traits	Armor	Adds 30 armor, reducing enemy attacks.		
	Two-Handed Block	Gain Defense Up when wielding a two-handed weapon.		

"Holy shit, these make you look fucking good."

Goth Clothes

LVL	Outfit	Slots	Cost	Resale
5	Goth Clothes	2	$8.00	$1.60
Traits	Depressing	Lose faith in humanity every turn.		

"Everything sucks. Even this outfit."

Holy Defender Robes*

LVL	Outfit	Slots	Cost	Resale
2	Holy Defender	1	—	$7.00
Traits	Armor	Adds 15 armor, reducing enemy attacks.		

"Can comfortably go commando in this."

Holy Robes

LVL	Outfit	Slots	Cost	Resale
13	Jew Class (Tier 4)	1	—	—
Traits	Righteous Blood	Take 25% less damage when bleeding.		
	Holy Bile	Gain 25% damage when grossed out.		

"Blessed robes filled with a holy power."

Holy Robes

LVL	Outfit	Slots	Cost	Resale
7	Jew Class (Tier 3)	1	—	—
Traits	Righteous Blood	Take 20% less damage when bleeding.		
	Holy Bile	Gain 20% damage when grossed out.		

"Blessed robes filled with a holy power."

Holy Robes

LVL	Outfit	Slots	Cost	Resale
3	Jew Class (Tier 2)	1	—	—
Traits	Holy Bile	Gain 10% damage when grossed out.		
	Righteous Blood	Take 15% less damage when bleeding.		

"Blessed robes filled with a holy power."

Holy Robes

LVL	Outfit	Slots	Cost	Resale
1	Jew Class (Tier 1)	1	—	—
Traits	Righteous Blood	Take 10% less damage when bleeding.		

"Blessed robes filled with a holy power."

Khan Armor

LVL	Outfit	Slots	Cost	Resale
11	Khan **Outfit**	1	$24.00	$4.80
Traits	Armor	Adds 90 armor, reducing enemy attacks.		
	Superior Surge	Gain 1 PP when you debuff an enemy.		

"The armor of a ruthless military ruler."

KKK Armor

LVL	Outfit	Slots	Cost	Resale
4	KKK **Outfit**	1	$20.00	$4.00
Traits	Armor	Adds 8 armor, reducing enemy attacks.		
	Regenerate	Heal 15 HP per turn with two-handed equipment.		

"The uniform of the KKK is meant to strike fear into the hearts of its enemies."

Knight Armor

LVL	Outfit	Slots	Cost	Resale
13	Knight **Outfit**	1	—	$15.00

Traits		
	Armor	Adds 150 armor, reducing enemy attacks.
	Two-Handed Focus	Plus 10% damage with two-handed weapons.
	Shield Smash	Perfect Attack reduces shields by 2.

"Forged for only the most valiant heroes."

Leather Armor

LVL	Outfit	Slots	Cost	Resale
12	Leather Armor	2	$24.00	$4.80

Traits		
	Armor	Adds 75 armor, reducing enemy attacks.
	Gross Aura	Makes enemies puke when they approach you.

"Leather armor is lighter, allowing maximum mobility."

Mage's Robe of Might

LVL	Outfit	Slots	Cost	Resale
13	Mage Class (Tier 4)	2	—	—

Traits		
	Fan the Flames	Fire damage increases by 25%.

"Great for winning mage duels or when you're just getting out of the shower."

Mage's Robe of Might

LVL	Outfit	Slots	Cost	Resale
7	Mage Class (Tier 3)	2	—	—

Traits		
	Fan the Flames	Fire damage increases by 20%.

"Features a mighty belt and a necklace of powerful charms. Necklace edible."

Mage's Robe of Might

LVL	Outfit	Slots	Cost	Resale
3	Mage Class (Tier 3)	2	—	—

Traits		
	Fan the Flames	Fire damage increases by 15%.

"Great for winning mage duels or when you're just getting out of the shower."

Mage's Robe of Might

LVL	Outfit	Slots	Cost	Resale
1	Mage CLass (Tier 1)	2	—	—
Traits	Fan the Flames	Fire damage increases by 10%.		

"Great for winning mage duels or when you're just getting out of the shower."

Makeover Outfit

LVL	Outfit	Slots	Cost	Resale
2	—	2	—	—
Traits	Armor	Adds 1 armor, reducing enemy attacks.		
	Bulky	Increases max HP by 5.		

"Like OMG, you look so good in this, and it totes matches your eyes!"

Minstrel Uniform

LVL	Outfit	Slots	Cost	Resale
6	Minstrel **Outfit**	2	$20.00	$4.00
Traits	Armor	Adds 10 armor, reducing enemy attacks.		
	Solo Defense	Gain Defense Up when your buddy dies.		

"Brightly colored to let everyone know the show's right here."

Monk Robes

LVL	Outfit	Slots	Cost	Resale
10	Monk **Outfit**	2	$22.00	$4.40
Traits	Bulky	Increases max HP by 150.		
	Healing Bow	Heal 50 HP per turn with a thrown weapon equipped.		

"Optimal for wandering."

Necromancer Robes

LVL	Outfit	Slots	Cost	Resale
9	Necromancer **Outfit**	1	—	$15.00
Traits	Armor	Adds 15 armor, reducing enemy attacks.		
	Zombie Defense	Gain Defense Up after attacking a zombie.		

"Necromancer comes from two words: 'necro,' meaning dead, and 'romancer.'"

Pajamas

LVL	Outfit	Slots	Cost	Resale
1	—	—	—	—
Traits	—	—		

"Clothes for bedtime."

Samurai Armor*

LVL	Outfit	Slots	Cost	Resale
2	Samurai	1	—	$7.00
Traits	Fallen Vitality	Heal 20% HP when an enemy dies.		
	Bushido	Gain Ability Up when an enemy falls.		

"Forged with ancient Japanese secrets. (Duct Tape.)"

Sorcerer Robes*

LVL	Outfit	Slots	Cost	Resale
2	Sorcerer	2	—	$7.00
Traits	Fan the Flames	Fire damage increases by 10%.		

"Show the world how dark you are."

Spaceman Suit*

LVL	Outfit	Slots	Cost	Resale
2	Spaceman	1	—	$7.00
Traits	Defensive Shield	Gain a shield that blocks 2 hits at start of combat.		

"The knob has an unfortunate tendency to invite titty twisters."

Squire Armor

LVL	Outfit	Slots	Cost	Resale
6	Squire **Outfit**	1	—	$7.00
Traits	Bulky	Increases max HP by 10.		
	Armor	Adds 10 armor, reducing enemy attacks.		

"The boots have worn out from running so many errands."

Stupid Spoiled Whore Clothes

LVL	Outfit	Slots	Cost	Resale
11	Stupid Spoiled Whore **Outfit**	2	$22.00	$4.40
Traits	Armor	Adds 25 armor, reducing enemy attacks.		
	Bulky	Increases max HP by 65.		
	Thorns	Melee-attacking enemies take up to 50 damage.		

"Daddy issues you can wear."

Superhero Outfit*

LVL	Outfit	Slots	Cost	Resale
1	Siperhero	1	—	$7.00
Traits	Blessed	Gain Rebirth at the start of combat.		

"Not as impressive as first-time sewing jobs by movie superheroes but it will have to do."

Surgical Scrubs

LVL	Outfit	Slots	Cost	Resale
10	Surgical Scrubs	2	—	$0.40
Traits	Circle of Life	Gain Rebirth when you fight a fetus.		

"Grants the ability to play doctor."

SWAT Vest

LVL	Outfit	Slots	Cost	Resale
8	SWAT Tactical Gear	1	—	$10.00
Traits	Comeback	Gain Ability Up when below 15% HP.		
	Armor	Adds 30 armor, reducing enemy attacks.		

"Bulletproof. Anything other than bullets still hurts like hell though."

Thief's Armor of Absorption

LVL	Outfit	Slots	Cost	Resale
3	Thieef Class (Tier 2)	1	—	—
Traits	Bulky	Increases max HP by 20.		
	Vampirism	Perfect Attack drains 20 HP from bleeding target.		

"You can slide past your foes without a sound."

Thief's Armor of Absorption

LVL	Outfit	Slots	Cost	Resale
7	Thief Class (Tier 3)	1	—	—

Traits		
	Bulky	Increases max HP by 50.
	Vampirism	Perfect Attack drains 50 HP from bleeding target.

"Hiding in plain sight."

Thief's Armor of Absorption

LVL	Outfit	Slots	Cost	Resale
13	Thief Class (Tier 4)	1	—	—

Traits		
	Bulky	Increases max HP by 400.
	Vampirism	Perfect Attack drains 200 HP from bleeding target.

"Warning: This outfit melts if it gets anywhere near shadows."

Thief's Armor of Absorption

LVL	Outfit	Slots	Cost	Resale
1	Thief Class (Tier 1)	1	—	—

Traits		
	Bulky	Increases max HP by 5.

"A pretty sneaky armor set."

Valkyrie Armor

LVL	Outfit	Slots	Cost	Resale
14	Valkyrie Armor	1	—	$10.00

Traits		
	Armor	Adds 130 armor, reducing enemy attacks.
	Valkyrie's Life	Gain 100 HP when an enemy dies.

"Sturdy protection, if not entirely comprehensive."

Wife Beater

LVL	Outfit	Slots	Cost	Resale
1	—	1	—	$0.40

Traits		
	Regenerate	Stash of Cheesy Poofs heals 5 health each turn.

"Sometimes sleeves are unaffordable."

Witch Robes

LVL	Outfit	Slots	Cost	Resale
8	Witch **Outfit**	1	—	$10.00
Traits	Armor	Adds 15 armor, reducing enemy attacks.		
	Fire Retarded	Damage from fire reduced by 10%.		
	Renewing Flame	Heal 5% of HP when you deal fire damage.		

“Suitable for a powerful conjurer of the occult. Strapless.

Wood Elf Armor

LVL	Outfit	Slots	Cost	Resale
4	Wood Elf **Outfit**	1	—	$7.00
Traits	Healing Bow	Heal 20 HP each turn while using a bow.		
	Armor	Adds 8 armor, reducing enemy attacks.		

“Ideal for prancing around the forest with your fairy friends.”

Woodsman Armor

LVL	Outfit	Slots	Cost	Resale
9	Woodsman **Outfit**	1	$22.00	$4.40
Traits	Armor	Adds 25 armor, reducing enemy attacks.		
	Thorns	Melee-attacking enemies take up to 100 damage.		

“Necklace can be covered in peanut butter to summon birds.”

*Available as DLC

Shit in the Back

Hand Costumes

Alien Gloves

LVL	Outfit	Slots	Cost	Resale
4	Alien Suit	1	—	$1.00
Traits	Defensive Surge	Gain 1 PP when you block an attack.		

"These gloves are made from advanced alien fibers produced in the finest galactic sweatshops."

Assassin Gloves*

LVL	Outfit	Slots	Cost	Resale
2	Assassin	1	—	$2.00
Traits	Magnets	Gain 5% additional money.		

"Able to wield a blade with naught but a silent whisper."

Barbarian Gloves

LVL	Outfit	Slots	Cost	Resale
12	Barbarian **Outfit**	1	—	$4.00
Traits	Armor	Adds 40 armor, reducing enemy attacks.		
	Melee Fighter	Melee weapon attacks inflict 10 more damage.		

"Tough hide make good hand protection."

Bishop Gloves

LVL	Outfit	Slots	Cost	Resale
12	Bishop Vestments	1	$9.92	$1.60
Traits	Bulky	Increases max HP by 50.		
	Cautious	Gain Defense Up at the start of combat.		

"Breathable, to allow laying on hands."

Cheese Gloves

LVL	Outfit	Slots	Cost	Resale
7	Cheese **Cost**ume	—	$5.00	$1.00
Traits	Cut the Cheese	Plus 10% magic damage.		
	Bulky	Increases max HP by 20.		

"Avoid temptation to bite."

Crab Pincers

LVL	Outfit	Slots	Cost	Resale
13	Crab **Outfit**	1	—	$4.00
Traits	Armor	Adds 75 armor, reducing enemy attacks.		
	Thorns	Melee-attacking enemies take up to 50 damage.		

"Grip like hands, move like pincers."

Druid Gloves

LVL	Outfit	Slots	Cost	Resale
4	Druid **Outfit**	1	—	$1.00
Traits	Cautious	Gain Defense Up at the start of combat.		

"Enchanted mittens for reverers of nature. Intimidating when balled into fists."

Elven Ranger Gloves*

LVL	Outfit	Slots	Cost	Resale
2	Elven Ranger	1	—	$2.00
Traits	Ranged Fighter	Ranged weapon attacks inflict more damage.		

"Built for stealing from the rich and giving it to yourself."

Fairy Princess Mittens

LVL	Outfit	Slots	Cost	Resale
14	Fairy Princess **Outfit**	1	$10.00	$2.00
Traits	Bulky	Increases max HP by 100.		
	Superior Surge	Gain 2 PP when you debuff an enemy.		

"Keep your hands clean while sprinkling fairy dust, which is just about impossible to wash off."

Fighter's Gauntlets of Defense

LVL	Outfit	Slots	Cost	Resale
1	Fighter Class (Tier 1)	1	—	—

Traits		
	Armor	Adds 1 armor, reducing enemy attacks.
	Shield Smash	Perfect Attack reduces shields by 1.

"Perfectly fitted so you can quickly take names after you're done kicking ass."

Fighter's Gauntlets of Defense

LVL	Outfit	Slots	Cost	Resale
3	Fighter Class (Tier 2)	1	—	—

Traits		
	Armor	Adds 1 armor, reducing enemy attacks.
	Shield Smash	Perfect Attack reduces shields by 2.

"Perfectly fitted so you can quickly take names after you're done kicking ass."

Fighter's Gauntlets of Defense

LVL	Outfit	Slots	Cost	Resale
7	Fighter Class (Tier 3)	1	—	—

Traits		
	Armor	Adds 8 armor, reducing enemy attacks.
	Shield Smash	Perfect Attack reduces shields by 3.

"Perfectly fitted so you can quickly take names after you're done kicking ass."

Fighter's Gauntlets of Defense

LVL	Outfit	Slots	Cost	Resale
13	Fighter Class (Tier 4)	1	—	—

Traits		
	Armor	Adds 50 armor, reducing enemy attacks.
	Shield Smash	Perfect Attack reduces shields by 4.

"Perfectly fitted so you can quickly unwrap a pack of bubble gum after you're done kicking ass."

Friar Gloves

LVL	Outfit	Slots	Cost	Resale
3	Friar **Outfit**	1	—	$1.00

Traits		
	Holy	Healing abilities recover 10 more HP.
	Recovery	You gain 25 additional HP from healing.

"It is said that when you wear these and press your palms together, you may speak directly to God."

Gnome Gloves

LVL	Outfit	Slots	Cost	Resale
9	Gnome **Outfit**	1	—	$4.00
Traits	Armor	Adds 10 armor, reducing enemy attacks.		
	Two-Handed Focus	Plus 20% damage with two-handed weapons.		

"They smell of moldy insulation and underpants."

Goth Gloves

LVL	Outfit	Slots	Cost	Resale
5	Goth Clothes	1	$3.00	$0.60
Traits	Angsty	Lose 20 charisma.		

"Wear these gloves to avoid touching any conformist douchebags."

Holy Defender Gloves*

LVL	Outfit	Slots	Cost	Resale
2	Holy Defender	1	$16.12	$2.00
Traits	Armor	Adds 3 armor, reducing enemy attacks.		
	Block	15% damage when blocking.		

"Cloth wrappings blessed from On High."

Holy Ring

LVL	Outfit	Slots	Cost	Resale
1	Jew Class (Tier 1)	1	—	—
Traits	Holy Blood	Gain 5% damage when bleeding.		

"A holy artifact that shows you are a real mensch."

Holy Ring

LVL	Outfit	Slots	Cost	Resale
13	Jew Class (Tier 4)	1	—	—
Traits	Holy Blood	Gain 20% damage when bleeding.		
	Righteous Pain	Gain 50 holy damage on Perfect Attack.		

"A holy artifact that shows you are the menschiest of mensches."

Holy Ring

LVL	Outfit	Slots	Cost	Resale
7	Jew Class (Tier 3)	1	—	—

Traits		
	Holy Blood	Plus 15% damage when bleeding.
	Righteous Pain	Plus 50 holy damage on Perfect Attack.

“A holy artifact that shows you are a real mensch.”

Holy Ring

LVL	Outfit	Slots	Cost	Resale
3	Jew Class (Tier 2)	1	—	—

Traits		
	Righteous Pain	Plus 20 holy damage on Perfect Attack.
	Holy Blood	Plus 10% damage when bleeding.

“A holy artifact that shows you are a real mensch.”

Khan Gauntlets

LVL	Outfit	Slots	Cost	Resale
11	Khan **Outfit**	1	$8.00	$1.60

Traits		
	Armor	Adds 30 armor, reducing enemy attacks.
	Rend	Reduce target’s armor by 25 on Perfect Attack.

“Can be converted to fingerless for easier horse milking.”

KKK Gloves

LVL	Outfit	Slots	Cost	Resale
4	KKK **Outfit**	1	$5.00	$1.00

Traits		
	Armor	Adds 3 armor, reducing enemy attacks.
	Two-Handed Focus	Gain 10% damage with two-handed weapons.

“The KKK has never been afraid to get its hands dirty.”

Knight Gauntlets

LVL	Outfit	Slots	Cost	Resale
13	Knight **Outfit**	1	—	$7.00

Traits		
	Armor	Adds 50 armor, reducing enemy attacks.
	One-Handed Focus	Gain 20% damage with one-handed weapons.

“Built for noble hands.”

Leather Gloves

LVL	Outfit	Slots	Cost	Resale
12	Leather Armor	1	$8.00	$1.60
Traits	Armor	Adds 35 armor, reducing enemy attacks.		
	Super Gross	Plus 20% gross-out damage.		

"Said to help their wearer dominate."

Mage's Ring of Protection

LVL	Outfit	Slots	Cost	Resale
13	Mage Class (Tier 4)	1	—	—
Traits	Block	Take 20% less damage when blocking.		

"This mystic ring protects the little bit of finger that it covers."

Mage's Ring of Protection

LVL	Outfit	Slots	Cost	Resale
3	Mage Class (Tier 2)	1	—	—
Traits	Block	Take 10% less damage when blocking.		

"This mystic ring protects the little bit of finger that it covers."

Mage's Ring of Protection

LVL	Outfit	Slots	Cost	Resale
1	Mage Class (Tier 1)	1	—	—
Traits	Block	Take 5% less damage when blocking.		

"This mystic ring protects the little bit of finger that it covers."

Mage's Ring of Protection

LVL	Outfit	Slots	Cost	Resale
7	Mage Class (Tier 3)	1	—	—
Traits	Block	Take 15% less damage when blocking.		

"This mystic ring protects the little bit of finger that it covers."

Makeover Accessory

LVL	Outfit	Slots	Cost	Resale
2	—	1	—	—
Traits	—	—		

"These shoes are adorable, and they're made by Praduchi, so they're so in this year!"

Minstrel's Gloves

LVL	Outfit	Slots	Cost	Resale
6	Minstrel **Outfit**	1	$5.00	$1.00
Traits	Armor	Adds 4 armor, reducing enemy attacks.		
	Solo Fight	Gain Attack Up when your buddy dies.		

"A pair of drum major gloves."

Monk Gloves

LVL	Outfit	Slots	Cost	Resale
10	Monk **Outfit**	1	$7.00	$1.40
Traits	Thrown Focus	Plus 20% damage with thrown weapons.		
	Bulky	Increases max HP by 50.		

"Keep fists of fury toasty."

Necromancer Gloves

LVL	Outfit	Slots	Cost	Resale
9	Necromancer **Outfit**	1	—	$7.00
Traits	Armor	Adds 5 armor, reducing enemy attacks.		
	Zombie Slayer	Plus 20% damage against zombies.		

"Can grant anyone the ability to raise the dead with a shovel."

Samurai Gloves*

LVL	Outfit	Slots	Cost	Resale
2	Samurai	1	—	$2.00
Traits	Combo Slayer	Gain Attack Up when an enemy dies.		

"Equally good for gripping katanas and ski poles."

Sorcerer Gloves*

LVL	Outfit	Slots	Cost	Resale
2	Sorcerer	1	—	$2.00
Traits	Electric Touch	Shock damage increases by 10%.		

"Embrace the darkness."

Spaceman Gloves*

LVL	Outfit	Slots	Cost	Resale
2	Spaceman	1	—	$2.00

Traits		
	Corpse Shield	Gain a shield when your buddy dies.

"They smell like chemicals and new car."

Squire Gloves

LVL	Outfit	Slots	Cost	Resale
6	Squire **Outfit**	1	—	$2.00

Traits		
	Armor	Adds 3 armor, reducing enemy attacks.
	Block	Take 10% less damage when blocking.

"Protects against blisters during stable duty."

Stupid Spoiled Whore Gloves

LVL	Outfit	Slots	Cost	Resale
11	Stupid Spoiled Whore **Outfit**	1	$7.00	$1.40

Traits		
	Armor	Adds 5 armor, reducing enemy attacks.
	Recovery	You gain 50 additional HP from healing.

"A cry for help."

Superhero Gloves*

LVL	Outfit	Slots	Cost	Resale
1	Superhero	1	—	$2.00

Traits		
	Berserker Rage	Gain Attack Up at the start of combat.

"Built to withstand heat rays."

Surgical Gloves

LVL	Outfit	Slots	Cost	Resale
10	Surgical Scrubs	1	—	$0.40

Traits		
	Baby Killer	Gain Attack Up when you fight a fetus.

"Allows you to claim to have the hands of a surgeon without the requisite skill."

SWAT Tactical Gloves

LVL	Outfit	Slots	Cost	Resale
8	SWAT Tactical Gear	1	—	$4.00

Traits		
	Armor	Adds 10 armor, reducing enemy attacks.
	Block	Take 15% less damage when blocking.

"Even wands and swords require trigger discipline."

Thief's Gloves of Profit

LVL	Outfit	Slots	Cost	Resale
7	Thief Class (Tier 3)	1	—	—

Traits		
	Vulnerable	Adds 15% more damage vs. bleeding enemies.
	Magnets	Gain 15% additional money.

"No dime is safe."

Thief's Gloves of Profit

LVL	Outfit	Slots	Cost	Resale
13	Thief Class (Tier 4)	1	—	—

Traits		
	Vulnerable	Plus 20% damage vs. bleeding enemies.
	Bulky	Increases max HP by 150.
	Magnets	Gain 15% additional money.

"No quarter is safe."

Thief's Gloves of Profit

LVL	Outfit	Slots	Cost	Resale
3	Thief Class (Tier 2)	1	—	—

Traits		
	Magnets	Gain 15% additional money.

"No nickel is safe."

Thief's Gloves of Profit

LVL	Outfit	Slots	Cost	Resale
1	Thief Class (Tier 1)	1	—	—

Traits		
	Magnets	Gain 10% additional money.

"No penny is safe."

Training Gloves

LVL	Outfit	Slots	Cost	Resale
1	—	1	$2.00	$0.40
Traits	Block	Take 5% less damage when blocking.		

"A battered pair of kid-sized boxing gloves. From the blood stains, they were probably used in a child hobo boxing ring."

Valkyrie Gloves

LVL	Outfit	Slots	Cost	Resale
14	Valkyrie Armor	1	—	$4.00
Traits	Armor	Adds 50 armor, reducing enemy attacks.		
	Valkyrie's Rage	Gain Attack Up when an enemy dies.		

"Evidence of valkyries' highly specific modesty."

Witch Gloves

LVL	Outfit	Slots	Cost	Resale
8	Witch **Outfit**	1	—	$4.00
Traits	Fan the Flames	Fire damage increases by 20%.		

"Even witches need to feel pretty."

Wood Elf Gloves

LVL	Outfit	Slots	Cost	Resale
4	Wood Elf **Outfit**	1	—	$2.00
Traits	Armor	Adds 3 armor, reducing enemy attacks.		
	Lethal Arrows	Bow attacks inflict 10% more damage.		
	Ranged Fighter	Ranged weapon attacks inflict 10 more damage.		

"Made from a trifecta of strong leathers and fabrics."

Woodsman Gloves

LVL	Outfit	Slots	Cost	Resale
9	Woodsman **Outfit**	1	$7.00	$1.40
Traits	Nature's Blessing	Gain 100 HP when an enemy dies.		

"Pulsing with nature's power and several species of tree beetle."

*Available as DLC

Shit in the Back

Consumables

Name	Description	Cost	Resale
Cure Potion	“Bottled water removes negative status effects.”	$1.00	$0.20
Health Potion (Large)	“Snacky Cakes restore 60% of your HP.”	$5.00	$1.00
	“Chips-A-Ho! Cookies restore 60% of your HP.”		
	“Snacky S’mores restore 60% of your HP.”		
	“Creme Fraiche restores 60% of your HP.”		
Health Potion (Small)	“Chocolate restores 40% of your HP.”	$1.00	$0.20
	“Sugar packets restore 40% of your HP.”		
	“Cheesy Poofs restore 40% of your HP.”		
	“Veal Roll-Ups restore 40% of your HP.”		
	“Chips restore 40% of your HP.”		
Mana Potion	“Spicy hot wings give you 70 mana.”	$5.00	$1.00
	“City Wok takeout gives you 70 mana.”		
Mana Potion (Large)	“Beans are the magical fruit and give you 120 mana.”	$7.50	$1.50
	“Delicious glazed ham gives you 120 mana.”		
Mana Potion (Small)	“Eating cauliflower gives you 30 mana.”	$1.50	$0.30
	“Eating General Tsao’s Chicken gives you 30 mana.”		
	“Drinking apple juice gives you 30 mana.”		
	“Eating Hot Pockets gives you 30 mana.”		
Miniature Gong	“Summons Mr. Kim to perform his traditional war dance, which ends with him slicing foes with sharp damage.”	—	—
Piece of Poo	“Summons Mr. Hankey to inundate enemies with sewage, dealing gross damage and grossing them out!”	—	—
Power Potion	“Chugging this bottle of soda restores 10 PP.”	$2.00	$0.40
Power Potion (Large)	“Chugging Red Balls energy drink restores 20 PP.”	$12.00	$2.40
Rawhide Whip	“Summons Mr. Slave to share his inner self with a single enemy, removing them from combat completely.”	—	—
Revive Potion	“Stuff this taco down your buddy’s gullet to revive them.”	$3.00	$0.60
Rosary	“Summons Jesus to purge enemies of their sins with a hail of holy gunfire, dealing kosher damage!”	—	—
Shit Nugget	“Throw this turd at your enemies to gross them out.”	—	—
Speed Potion	“Tweek Bros. Coffee lets you attack again.”	$2.00	$0.40
Speed Potion Ultra	“This Rare Blend raises attack and lets you attack again.	$15.00	$3.00
Strength Potion	“Weight Gain 4000 increases your attack and defense.”	$2.00	$0.40
Tweek Bros. Dark Roast	“Tweek Bros. Dark Roast: a rich coffee blend to fill the sucking void in your soul caused by all the douchey hipsters in the world.”	$1.00	$0.20
Water Balloon	“Throw this at your enemies to remove their bonuses.”	$1.50	$0.30

Shit in the Back

Junk

Name	Resale	Description
Afghani Goat	$4.00	“Is that Stevie Nicks?
AIDS	$0.60	“It is now 34.3 years later, and AIDS is still funny.”
Alabama Man	$0.50	“He can bowl, he can drink, he can drink some more.”
Antonio Banderas Love Doll	$0.70	“With lifelike chest hair from real Spaniards.”
Armband	$0.30	“Too much goose-stepping, not enough blocking.”
Asses of Fire 2 Poster	$0.20	“Funding for the computer-generated fart effects made possible by Canadian taxpayers.”
Baby Fark McGee-zax’s Broken Pistol	$1.20	“Owned by the infamous fake space outlaw.”
Backdoor Sluts 9	$0.90	“Critics argue it did little to innovate on the series.”
Backdoor Tickler	$0.40	“Based on a prototype control stick for the IT monowheel.”
Barry Bonds Bat	$0.70	“Someone has drawn an asterisk on it for some reason.”
Baseball Card	$0.10	“This battered baseball card shows the 3rd-string pitcher of the South Park Cows.”
Bass Guitar	$1.00	“Some people are just naturally talented at bass guitar.”
Battered Shield	$0.35	“Happens to all shields eventually.”
BFF Necklace	$0.40	“Half of a symbol of everlasting friendship.”
Biggest Douche Award	$0.80	“Awarded to John Edward.”
Big Mamba Condoms	$0.50	“For impressing convenience store cashiers.”
Bindle	$1.00	“Someone’s entire life in a handkerchief. Hope you’re proud of yourself.”
Black Thunder	$0.60	“Often teamed up with White Lightning.”
Blob of Stem Cells	$0.60	“Potential cure for myriad degenerative disorders. Or just sell it for gold.”
Bottle Cap	$0.20	“Not even one of the ones with a contest.”
Bottle of Sunscreen	$0.20	“Protects gingers from their greatest enemy.”
Bowling Trophy	$0.80	“It’s always good to have a spare trophy.”
A Bowl of Kraft Dinner	$0.50	“Canada’s chief import.”

Boy Band Photo	$0.10	“The tough one, the romantic one, the cute one, and the buff one.”
Boy-Sized Leash	$0.25	“Just because it fits a small boy, doesn’t mean it’s being used on them.”
Brad Pitt Survival Gear Kit	$1.20	“Includes lyrics for several raps designed to soothe racial tension.”
Broken Bottle	$0.10	“A bar brawl favorite.”
Broken Chain	$0.10	“Destroyed senselessly.”
Broken Gnome Pick	$0.30	“Aw, fuck.”
Broken Sword Hilt	$0.25	“Did not end up being attached to an invisible sword.”
Bruce Vilanch Headshot	$0.40	“Is this the real secret identity of the Coon?”
Butters’ Creamy Goo	$0.50	“NOT a healing potion.”
Cafeteria Fraiche	$0.15	“One of Randy Marsh’s culinary creations.”
Calculator	$0.60	“Display reads, ‘5318008.’”
Canadian Adoption Papers	$0.30	“These papers are necessary to legally move a child (and his or her Box of Faith) out of Canada.”
Canadian Gemstone	$0.60	“Kept safe in vases throughout the Northern Kingdom.”
Canadian Treasure	$5.00	“Legends say only the true hero of Canada can find this treasure.”
Cardboard Roll	$0.20	“Can be used to see great distances.”
Ceramic Shard	$0.15	“Possible entropy symbolism.”
Charm Bracelet	$0.15	“No magical properties.”
Cherokee Hair Tampon	$0.30	“Made from all natural, highly absorbent Cherokee Hair.”
Chicken Bones	$0.05	“Picked clean.”
Cloth Fragment	$0.10	“This is a tattered fragment of cloth.”
Clyde’s Rulebook	$0.30	“Filled with all of Clyde’s new rules for the game. Tends to fixate on Cartman.”
Cog-on-a-Spring	$0.20	“Less than the sum of its parts.”
Coon Poster	$0.25	“Signed by the Coon himself.”
Crack Pipe	$0.30	“Engraved with Cartman’s mom’s initials.”
Crank Prank Time Phone	$1.60	“Owning this in the past is illegal in the future.”
Crumpled Lantern	$0.25	“Has seen too many Chinese New Year’s celebrations.”
Crumpled Paper	$0.05	“You never know when you’ll need some crumpled paper.”
Cyborg Bill Action Figure	$0.60	“Hasn’t been cool for a long time.”
Dark Emblem	$0.20	“A token Clyde’s minions receive when they pledge their allegiance to him.”
Destroyed Laser Pistol	$1.00	“Would be by far the most powerful weapon in the game if only it weren’t broken.”
Dire Claw	$0.20	“You know what a dire claw is, right?”
Dire Heart	$0.15	“You know what a dire heart is, right?”
Dire Scale	$0.15	“You know what a dire scale is, right?”
DMV Literature	$0.40	“Have you accepted the government into your heart?”
Dreidel	$0.30	“Small and made of clay.”

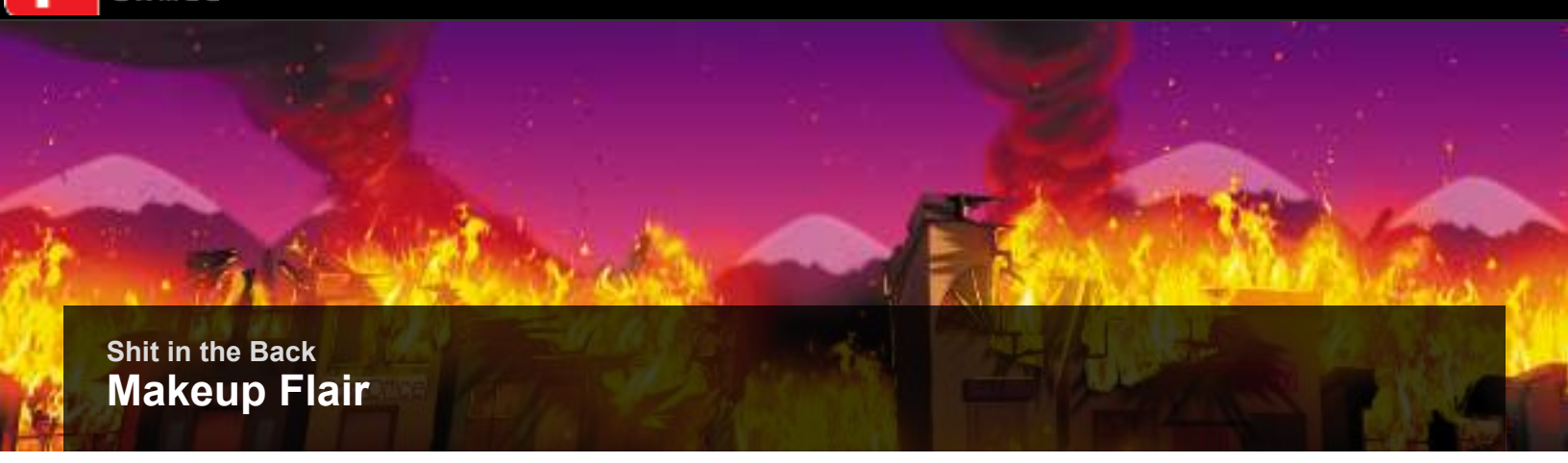
Elf Ear	$0.50	“Repurposed from sci-fi convention kitsch.”
Empty Glue Bottle	$0.05	“Some bottles like this have glue in them. Not this one.”
Faith +1 CD	$0.40	“Featuring such classic hits as ‘I Wasn’t Born Again Yesterday’ and ‘Jesus (Looks Kinda Hot.’”
Fatty Doo Doo DVD	$0.80	“Who’s that scootin’ on a scooter?”
Fish Sticks	$0.30	“You don’t have to be a gay fish to like fish sticks in your mouth, but it helps.”
Five-Fingered Fister	$0.50	“You shave with five razors, so why settle for fisting with less than five fingers?”
Fork	$0.10	“Could poke out an eye.”
Fractured Bulb	$0.20	“Inept at its intended function.”
Fractured Slingshot	$0.30	“Better that it’s broken. Somebody might shoot a bird with it.”
Girls’ List	$0.15	“Article 38-F lists which boys have the worst cooties in the school.”
Glass Shard	$0.15	“A sharp piece of broken glass, full of potential.”
Glowing Crystal Fragment	$0.25	“You wouldn’t know what to do with it if you had the rest of it.”
Glowing Goo	$0.35	“Possibly radioactive but no real way to tell.”
Gnome Teeth	$0.10	“Gnomes have a great dental plan.”
GSM Button	$0.05	“Ginger Separatist Movement.”
Guinea Pig Costume	$0.60	“The remains of a horrible tragedy that shook the town to its foundation.”
Guzunga’s Gentleman’s Magazine	$0.70	“Has seen heavy use.”
The Hammer	$0.80	“A jack of all trades.”
Hawaiian ID Card	$0.40	“Registered to someone named Keiki.”
Head of the Powell Statue	$1.60	“Feels like this has been looted before by someone else.”
Highlighter	$0.08	“There’s probably no better way to highlight things.”
Honey Boo Boo’s Pig Heart	$0.30	“Unclear how Honey Boo Boo lost this, but not surprising.”
Ice Cream	$0.15	“Taco-flavored.”
Ike’s Chewing Tobacco	$0.50	“Takes the edge off of taming strange.”
Ike’s Love Drawing	$0.30	“A drawing of Miss Stephenson. Nice.”
Inspector Butters Badge	$0.60	“Belonged to the investigator who solved the Mystery of the White Swallow.”
IntelliLink Manual	$0.50	“Written in a language no one understands.”
Jack Rabbit	$0.40	“A strange toy that realistically simulates the shaking of a frightened rabbit.”
Jew Scout Guide	$0.30	“Includes a chart illustrating local plants and animals, showing which ones are kosher, pareve, and unclean.”
Jump Rope	$0.40	“A piece of rope specifically for jumping over.”
Lice	$0.50	“A small band of survivors who outlived the apocalypse on Clyde’s head.”
Lil’ Crime Stopper Badges	$0.80	“This badge deputizes the wearer as a freelance peace officer, also known as a vigilante.”
Lil’ Minis Condoms	$0.30	“Preventing little mistakes with 99% effectiveness.”
Lion King DVD	$0.50	“Like a VHS for rich people.”

Macaroni Pictures	$0.30	“The back reads: ‘For Moses.’”
Mahalo Rewards Card	$0.40	“Only truly rewarding for native Hawaiians.”
Maple Leaf	$0.15	“Useless, but discarding is a hanging offense in all Canadian provinces.”
Margaritaville Deluxe Margarita Blender	$0.90	“Features salsa and guacamole dispensers.”
Marker	$0.10	“For drawing mustaches on things.”
Medical Marijuana Card	$0.30	“It claims to have been issued for testicular cancer.”
Metrosexual Hair Gel	$0.40	“For when you have a queer eye for straight hair.”
The Mexican Staring Frog	$1.20	“From southern Sri Lanka.”
Microchip	$0.40	“The defining invention of our age. Used for playing video games.”
The Milkman	$0.50	“Not named for its color.”
Mr. Hankey Construction Set	$0.70	“A kind of ‘homebrew’ kit.”
Mr. Mackey’s Coffee Mug	$0.50	“Proudly declares its owner ‘#1 Guidance Counselor.’”
Mr. Twig	$0.80	“A former teacher’s assistant, currently out of work.”
Mysterion Picture	$0.50	“The hero South Park deserves.”
NAMBLA Calendar	$0.50	“It has pages full of Marlon Brando look-alikes.”
NASCAR Members Club ID	$0.30	“No member too poor or too stupid.”
Needle-Sharp Dire Fang	$0.15	“You know what a needle-sharp dire fang is, right?”
Needle-Sharp Fang	$0.15	“A lesser threat without its owner attached.”
No. 2 Pencil	$0.05	“Obsolete in the modern age.”
Okama Gamesphere	$2.00	“Featuring the latest graphics and the most violent games from 2001.”
Old Baseball Glove	$0.25	“A keepsake from a championship Little League season.”
Old Sponge	$0.10	“A paradise for microbes.”
Packet of Sea People	$0.70	“Nothing like how it looks on the package.”
Penis Composite Sketch	$0.20	“Furry, with short, fluffy ears.”
Phil Collins’ Oscar	$0.90	“Smells like Phil Collins’ asshole.”
Philip Action Figure	$0.30	“Realistically simulates a number of gastrointestinal disorders.”
Picture of Mr. Adler’s Fiance	$0.20	“A tragic victim of screwing around.”
Picture of Nichole	$0.15	“On the back, it says: ‘From your sweetheart’ in Cartman’s handwriting.”
Picture of Wendy	$0.50	“There’s a small vomit stain on the corner of this picture.”
Pile of Splinters	$0.05	“No good can come from handling these.”
Pinewood Derby Car	$0.40	“Built with Large Hadron Collider superconducting magnets. And balsa wood.”
Pixelated Shard	$0.25	“???”
The Poop That Took a Pee Book	$0.60	“The bestselling tale by Leopold ‘Butters’ Stotch.”
Popcorn Necklaces	$0.25	“An artsy craftsy thing from Jewbilee Camp.”

Positive Queefy Sore Test	$0.30	“Direct result of an IntelliLink mix-up.”
Pubes	$0.05	“Some people are willing to pay good money for these.”
Purity Ring	$0.50	“The name Tammy Warner is engraved inside.”
Purple Passion	$0.40	“Grape flavored.”
Raisins Girl Picture	$0.35	“Signed, ‘SO glad you came in!!! Everyone here is such a loser, but you seem really cool!! — Lexus.’”
Randy’s DUI Record	$0.50	“Includes a charge for cleaning the vomit off the Breathalyzer.”
Reach for the Skyler CD	$0.40	“Skyler Morse’s wildly successful, yet short-lived solo album.”
Rectal Photography Kit	$0.50	“Even aliens need hobbies.”
Ripped Boot	$0.50	“No longer able footwear.”
Roll of Tin Foil	$0.60	“The building block of chaos.”
Rusty Pipe	$0.25	“You were due for your tetanus booster anyway.”
Safety Scissors	$0.20	“Run all you want with these.”
Sarcastaball Trophy	$0.70	“A reminder that the world is all about hugging and safety.”
School Book	$0.40	“Brimming with dick drawings.”
Screwdriver	$0.30	“Both tightens and loosens screws.”
Sea-Man Action Figure	$0.60	“Super Sidekick Swallow not included.”
Shake Weight	$0.70	“Finishes off your workout with a refreshing blast of liquid.”
Shattered Arrow	$0.35	“Will never injure a little brother again.”
Shattered Scimitar Blade	$0.35	“Real scimitar, but smells like Lionel Richie’s asshole.”
Shredded Plastic	$0.10	“Not destined to be recycled.”
Small Locket	$0.80	“Keepsake from a deceased loved one. No real value.”
Small Paw	$0.20	“Some are lucky, some are cursed. This one is neither.”
S’mores Schnapps	$0.50	“Turned the tide of the Civil War.”
Soap on a Rope	$0.40	“The rope provides a secure grip and reduced risk of rectal violation.”
Space Cash	$1.00	“It feels like this should be returned to someone...”
Sparky’s Leash	$0.30	“From Big Gay Al’s Big Gay Animal Shelter.”
Spider’s Limb	$0.07	“Not a delicacy.”
Spiked Wristband	$0.15	“A deadly weapon if people were to hit with their wrists.”
Spoiled City Sushi	$0.15	“If you thought it tasted bad then, it’s not going to taste any better now.”
Spoiled Clamato Juice	$0.20	“Even more disgusting and likely to cause disease than drinking actual blood.”
Spoiled Royal Pudding	$0.50	“Served at the royal wedding, as is tradition.”
Spoon	$0.10	“Stong against soup, weak against ham.”
Squished Eyeball	$0.35	“Alien eyes are even more disconcerting when removed from their skulls.”
STANground Scause	$0.40	“A scause is a cause you wear on your paws.”
St. Peter	$1.00	“This icon commemorates the original pope of Christianity.”

Strange Tamer	$0.60	“Anatomically incorrect in almost every respect.”
Striped Straw	$0.05	“Primarily used for spitting things or for flicking to make a popping noise.”
Stupid Spoiled Whore Doll	$0.20	“With free sample morning after pill candy.”
Sunbrella	$0.40	“Probably save for the summer, though it could be a while.”
Sunshine Sparkle Stickers	$0.05	“They smell incredible.”
Super Phun Thyme Tickets	$0.30	“From the awesome amusement park next to Pioneer Village.”
The Sword of a Thousand Truths	$1.20	“This once-legendary weapon is now outclassed by everything in the new expansion.”
Tap Shoes	$0.60	“Untouched ever since the Incident.”
Terrance Action Figure	$0.30	“With pullable finger action.”
The Spirit of Christmas Film Reel	$0.80	“A crappy animation.”
Toilet Paper	$0.30	“Confiscated from Josh Myers, whereabouts unknown. Two-ply, quilted.”
Torn Bed Sheet	$0.20	“Low thread count.”
Torn Cloak Fragment	$0.30	“A battle trophy torn from the body of a defeated elf.”
Torn Condom	$0.07	“This appears to be some kind of balloon.”
Torn Underpants	$0.20	“Somewhere, a gnome is shedding a tear.”
Toy Car	$0.15	“Not street legal with its currentmodifications.”
Toy Horse	$0.25	“A smaller representation of the real thing.”
Toy Truck	$0.20	“A battery guzzler.”
Tuft of Fur	$0.15	“A downy-soft tuft of fur.”
Turd Sandwich Ballot	$0.15	“Giant Douche did make some very valid points during the debate...”
TV Award	$0.70	“An award for television excellence.”
Urinal Deuce	$0.20	“The subject of the classic Hardly Boys book #37.”
USB Drive	$0.50	“Gigabytes of cat pictures.”
Used Firework	$0.15	“A used and broken shell, just like the kid that used to have it.”
Used Jaggon	$0.25	“Unclear what this was used for, except that it was probably really, really wrong.”
Used Syringe	$0.35	“A perfectly serviceable syringe with a bent needle and a moist, pungent residue.”
Video Game	$0.80	“Shadow of the Cyclopsus features over eight hours of eye-impaling action. Only for the Okama Gamesphere.”
Wad of Web	$0.10	“You didn’t actually mean to pick this up, it just sort of stuck to your bag.”
Well-Shined Boots	$0.30	“Will only get duller from here.”
What Are These Changes? VHS	$0.40	“Considered the definitive menstruation primer of the VHS generation.”
What Happened to My School?	$1.00	“Asks many provocative questions.”
White Trash in Trouble VHS	$0.60	“This highly collectible VHS includes hours of police officers arresting white men with pixelated faces.”
Wild Wacky Action Bike	$2.00	“Almost impossible to steer AND glows in the dark.”

Wing CD	$0.40	“Artist represented by the Super Awesome Talent Agency.”



Shit in the Back

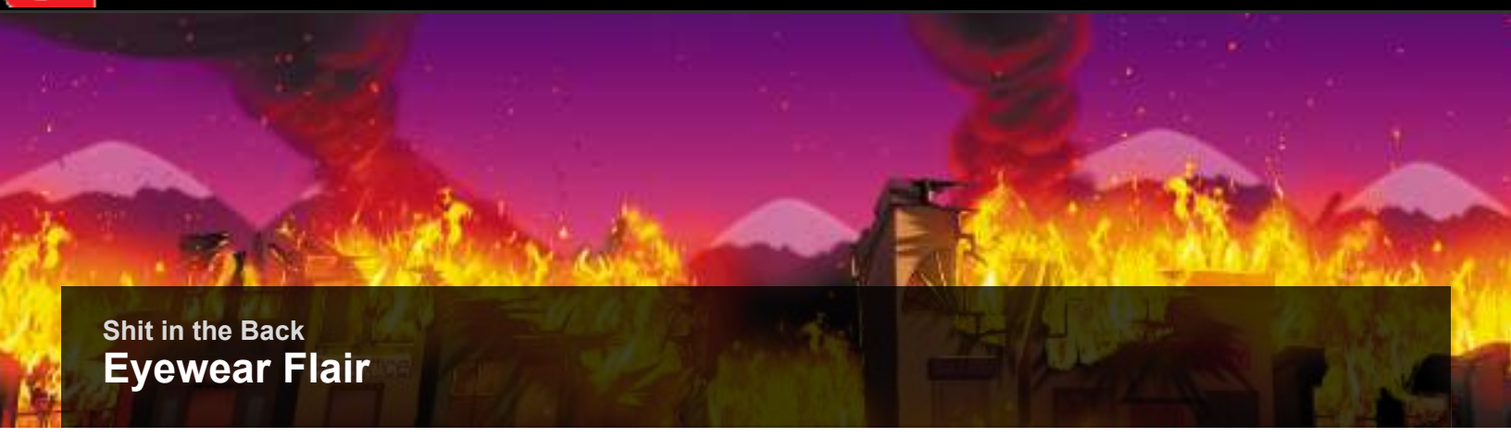
Makeup Flair

	Name	Description	Cost	Resale
	Acne	“Some combination of hormones and poor diet.”	—	$0.40
	Bags	“A side effect of insomnia.”	—	$0.40
	Bandage and Cut	“Perfect for looking tough or getting your parents in trouble with social services.”	$2.00	$0.40
	Bandit Facepaint	“The perfect disguise.”	—	$0.40
	Beauty Mark	“A strategically placed mole.”	$2.00	$0.40
	Big Mole	“Not quite as stylish as a Beauty Mark.”	$2.00	$0.40
	Biohazard Tattoo	“A red flag.”	—	$0.40
	Black Eye	“Commonly seen on the faces of boxers and people who step on rakes.”	—	$0.40
	Black Eyeliner	“Nothing screams social outcast like a little black eyeliner.”	$0.75	$0.15
	Blue Flowering Vines Facepaint	“A pretty floral design.”	$2.00	$0.40
	Butterfly Facepaint	“Not to be confused with lupus.”	$2.00	$0.40
	Butters’ Squirrel Nose	“Originally intended for the Easter musical.”	—	$0.40
	Celtic Battle Paint	“Strikes fear into the hearts of the English.”	$2.00	$0.40
	Celtic Facepaint	“A Celtic face pattern.”	$2.00	$0.40
	Celtic Triquetra Tattoo	“A Celtic face pattern.”	$2.00	$0.40
	Celtic Triskelion Tattoo	“A Celtic face pattern.”	$2.00	$0.40
	Charms Facepaint	“A collection of colorful lucky symbols.”	—	$0.40
	Claw Marks	“From a leopard or older sister.”	—	$0.40
	Cleft Chin	“The most heroic chin of them all!”	$2.00	$0.40
	Clover Facepaint	“Green clover facepaint.”	—	$0.40
	Double Chin	“You just had to eat that extra bag of Cheesy Poofs, huh?”	—	$0.40
	Eye Black	“Despite claims otherwise, serves no purpose other than to look tough.”	—	$0.40
	Fairy Facepaint	“Facepaint that simultaneously sparkles and pleases.”	—	$0.40
	Forehead and Cheeks Tribal Facepaint	“A complex pattern that shows you mean business.”	$2.00	$0.40
	Ghoul Makeup	“Spiritual successor to Heroin Chic.”	—	$0.40
	Ginger Freckles	“Like chicken pox, except that it’s permanent and even more disgusting.”	—	$0.40
	Glitter Paint	“For attention.”	$2.00	$0.40
	Goth Skull Makeup	“To remind you of the inevitability of death and the pointlessness of everything.”	—	$0.40
	Hearts facepaint	“Ironically intimidating.”	$2.00	$0.40
	Horseshoe Facepaint	“Facepaint is Magic.”	—	$0.40
	Leaves Facepaint	“The natural look.”	$2.00	$0.40
	Light Freckles	“The mark of Cain.”	$2.00	$0.40
	Makeover Makeup	“Batting these lashes is exhausting.”	—	—
	Messy Facepaint	“91% lead-free.”	—	$0.40
	Moon Facepaint	“Yellow moon facepaint.”	—	$0.40
	Mud	“A goopy brown substance that is hopefully mud.”	—	$0.40
	Multicolored Flower Eyeshadow	“A pretty floral design.”	$2.00	$0.40
	Pentagram Tattoo	“Traditionally worn on the forehead.”	—	$0.40
	Pink Flowering Vines Facepaint	“A pretty floral design.”	$2.00	$0.40
	Red Flower Eyeshadow	“A pretty floral design.”	$2.00	$0.40
	Retro Glam Makeup	“For those who hate gender identity but love rock.”	—	$0.40
	Rosy Cheeks	“Increases the frequency of spontaneous musical numbers.”	—	$0.40
	Scars	“For impressing girls.”	$2.00	$0.40
	Sidelocks	“Oy gevalt!”	—	$0.40
	Skull Facepaint	“Everyone goes through this phase.”	—	$0.40
	Skull Mask	“The next best thing to being a real skeleton.”	$2.00	$0.40
	Spray of Clovers Facepaint	“Probably no effect on luck but why chance it?”	$2.00	$0.40
	Star Facepaint	“You’re a big, bright, shining star.”	—	$0.40
	Stitches	“Kids will be kids.”	$2.00	$0.40
	Teardrop Tattoo	“Show the world how many rivals you’ve shanked.”	$2.00	$0.40
	Tree Branch Facepaint	“Popular among elves.”	$2.00	$0.40
	Tribal Facepaint	“A complex pattern that shows you mean business.”	$2.00	$0.40
	Tribal Tattoo	“A complex pattern that shows you mean business.”	$2.00	$0.40
	Vamp Makeup	“Does not sparkle in sunlight.”	$2.00	$0.40
	War Paint	“Show everybody your War Face.”	—	$0.40
	Whore Makeup	“Spackle is the main ingredient.”	$2.00	$0.40
	Wicked Facepaint	“Guaranteed social alienation.”	$2.00	$0.40
	Wings Facepaint	“A set of wings.”	—	$0.40
	Wrinkles	“Most likely brought on by stress.”	$2.00	$0.40
	Zombie Flesh	“If you can’t beat ‘em, join ‘em.”	—	$0.40

Shit in the Back

Hair Flair

Name	Description	Cost	Resale
80’s Action Hero Wig	“The only wig to wear when there’s big trouble in City Wok.”	—	$0.40
Bad Irene Wig	“Look good despite chronic abortion addiction.”	$2.00	$0.40
Bald Cap	“The latex classic.”	—	$0.40
Bangs	“A boy’s hairstyle with cropped bangs.”	—	$0.40
Barbarian Mullet	“Business in front, pillaging in the rear.”	—	$0.40
Barbarian Wig	“A savage wig for lady barbarians.”	—	$0.40
Berserker Wig	“A very unpredictable hairstyle.”	—	$0.40
Blunt Wig	“A girl’s hairstyle with cropped bangs.”	—	$0.40
Bob Wig	“Expresses a love of mod fashion.”	—	$0.40
Brutish Wig	“A hairstyle that actually fights back when you try to comb it.”		$0.40
Bub Wig	“Claws not included.”	$2.00	$0.40
Bun Wig	“A classic, stylized wig.”	—	$0.40
Buzz Cut	“Close-cropped buzz cut hairstyle.”	—	$0.40
Cartman Comb-over	“A comb-over is the only way to get through to these kids.”	$2.00	$0.40
Clyde Wig	“The perfect wig to wear beyond space and time.”	$2.00	$0.40
Cornrows Wig	“Cheaper alternative to the corn maze wig.”	$2.00	$0.40
Damien Wig	“A hellish hairstyle.”	—	$0.40
Disheveled Wig	“Somebody woke up on the wrong side of the couch...”	—	$0.40
Dracula Wig	“Pronounced widow’s peak.”	—	$0.40
Dubstep Wig	“Popular with the kids nowadays.”	—	$0.40
Elf Wig	“Immortality does nothing for a receding hairline.”	$2.00	$0.40
Emo Wig	“Nobody understands your pain, but this wig comes close.”	$2.00	$0.40
Falsetto Wig	“This wig is the high note of your stylistic career.”	—	$0.40
Female Elf Wig	“The flowing locks of an elven mistress.”	$2.00	$0.40
Flat Top Wig	“A very official wig.”	—	$0.40
Fohawk Wig	“For punkers not willing to commit to the complete mohawk.”	—	$0.40
Francis Wig	“A hairstyle that’s popular with kids who enjoy Snacky Smores.”	—	$0.40
Free Spirit Wig	“Fight the power with this wig.”	—	$0.40
Fro Wig	“Came into fashion in the late sixties and never went out.”	—	$0.40
Ginger Bowltop	“A flaming red bowl haircut.”	—	$0.40
Ginger Fro	“Popular among clowns and other such creepy creatures.”	—	$0.40
Ginger Wig	“Red, disturbing.”	$2.00	$0.40
Glee Wig	“The perfect wig to wear while singing horrible a capella covers of popular songs.”	—	$0.40
Grandpa Vampire Wig	“Midpoint on a gradual transition to double-beehive.”	—	$0.40
Halfling Wig	“Also known as a ‘poodle mullet.’”	$2.00	$0.40
Horselord Braid	“Must be cut off in defeat.”	—	$0.40
Lolita Wig	“Controversial conceptually but a masterpiece aesthetically.”	$2.00	$0.40
Long Curly Wig	“A style that’s popular with prop comedians.	$2.00	$0.40
Longflip Wig	“Long, untamed boy’s hairstyle.”	—	$0.40
Long Hair Wig	“A boy’s cut with a bit more length.”	—	$0.40
Makeover Wig	“About 60% hair and 40% salon products.”	—	$0.40
Manly Pigtail Wig	“The ultimate oxymoron.”	—	$0.40
Melody Wig	“Hum along to the tune of this groovy wig.”	$2.00	$0.40
Messy Wig	“Any day can be a bad hair day with this shaggy wig.”	—	$0.40
Monk’s Tonsure	“Shows God you have nothing to hide.”	$2.00	$0.40
Pigtails Wig	“Girl’s wig with twin pigtails.”	—	$0.40
Preppy Wig	“An easy way to look rich and popular.”	—	$0.40
Short Wig	“A wig that stays out of your eyes.”	$2.00	$0.40
Sidebangs Wig	“Showcases the swept bangs of a budding pop star.”	$2.00	$0.40
Side Bow Wig	“Popular with artistic types.”	—	$0.40
Side Part Wig	“A wig with a distinct parting.”	$2.00	$0.40
Side Swept Wig	“A stylish, side-swept boy’s hairstyle.”	—	$0.40
Slicked-Back Wig	“A throwback to the olden days.”	—	$0.40
Spiky Wig	“Headbutts just got 78% more lethal.”	$2.00	$0.40
Spoiled Whore Wig	“That’s hot.”	$2.00	$0.40
Surfer Wig	“Laid back hair for a laid back lifestyle.”	—	$0.40
Swaves Wig	“A long, wavy hairstyle.”	$2.00	$0.40
Tenor Wig	“A wig for the musically inclined.”	—	$0.40
Thief Wig	“A hairstyle popular with roguish types.”	—	$0.40
Timmy Wig	“Timmy’s wig from ‘Helen Keller: The Musical.’”	$2.00	$0.40
Token Wig	“Token’s signature flat-top style.”	—	$0.40
Topknot Wig	“It’s like a pom-pom for your head.”	—	$0.40
Totally Metal Mohawk	“Made with actual metal shavings to help maintain its shape.”	—	$0.40
Tousled Wig	“A purposefully disordered wig.”	$2.00	$0.40
Untidy Wig	“The hairstyle that perfectly complements a shirt covered in stains.”	—	$0.40



Shit in the Back

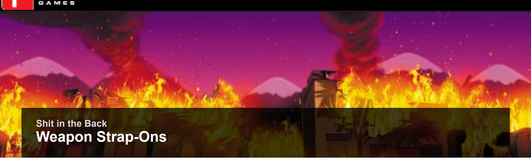
Eyewear Flair

	Name	Description	Cost	Resale
	3D Glasses	“The only way to see the world in 3D.”	—	$0.40
	50’s Glasses	“A splash of nostalgia.”	$2.00	$0.40
	50’s Shades	“The retro fabulous look for lounging by the pool.”	—	$0.40
	80’s Action Shades	“The perfect shades for not looking at explosions.”	—	$0.40
	80’s Glasses	“A cheesy, yet timeless look.”	$2.00	$0.40
	Batframe Glasses	“Black frames adorned with bat wings.”	—	$0.40
	Coffin Glasses	“Gothic eyewear for Poe readings.”	—	$0.40
	Generic Glasses	“Often worn by news reporters and nerds.”	—	$0.40
	Generic Sunglasses	“Protect from harmful UV rays.”	—	$0.40
	Monocle	“A vintage eyepiece that combines snobbery and uselessness.”	—	$0.40
	Round Rim Glasses	“A standard set of glasses.”	$2.00	$0.40
	Round Rim Shades	“Blocks out the harsh light of coffee houses.”	—	$0.40
	Sporty Glasses	“Look like you’ve participated in a triathlon, without putting in any actual effort.”	—	$0.40
	Sporty Shades	“Wear these at the beach to be mistaken for a lifeguard.”	—	$0.40
	Square Rims	“Librarian chic.”	$2.00	$0.40
	Square Shades	“The hipster look.”	—	$0.40
	Thick Rim Glasses	“-2 charisma.”	$2.00	$0.40
	Thick Rim Shades	“Sunblock for your eyes.”	—	$0.40
	Wire Frame Glasses	“Glasses only a mother would buy for the child she doesn’t like.”	—	$0.40
	Wire Frame Shades	“Sleek, lightweight, and dorky.”	$2.00	$0.40

Shit in the Back

Facial Hair Flair

	Name	Description	Cost	Resale
	Alaskan Whaler	“Shaped by obsession with vengeance.”	—	$0.40
	Anchor Beard	“Lighter than it looks.”	—	$0.40
	Balboa Beard	“A stylish beard of the rich and fabulous.”	—	$0.40
	Bartender ’stache	“Greased up and ready for twirling.”	—	$0.40
	Batstache	“Fear and shadows are this mustache’s power.”	$2.00	$0.40
	Beardstache	“Some things belong together.”	—	$0.40
	Beatnik Mustache	“Lends gravitas to slam poems.”	—	$0.40
	Bird’s Nest	“Fresh eggs every morning.”	—	$0.40
	Chinballs	“Puberty hit and your testicles have dropped—from your chin.”	—	$0.40
	Chin Beard	“An upside-down mohawk.”	—	$0.40
	Chinstrap	“Goes with helmet hair.”	—	$0.40
	Chops	“Fashion is cyclical and you are ahead of the curve.”	$2.00	$0.40
	Dali Mustace	“A thin mustache popularized by cultural elitists.”	$2.00	$0.40
	Evil Cartman Goatee	“Nothing’s scarier than Cartman being helpful.”	—	$0.40
	Fu Manchu	“Not required for being evil, but it helps.”	$2.00	$0.40
	Genghis Khan	“The beard of a truly brutal warlord.”	—	$0.40
	Handlebar Mustache	“Rides cost five cents.”	$2.00	$0.40
	The Hollywood Beard	“So hot right now.”	—	$0.40
	Horselord Beard	“Optimized for sacking and pillaging.”	—	$0.40
	Imperial Beard	“A smashing look.”	—	$0.40
	Klingon Beard	“A sharp face is nothing without a sharp beard.”	—	$0.40
	Kyle’s Muttonchops	“Can be hidden by a well-placed pair of earflaps.”	—	$0.40
	Lumberjack Beard	“Rugged, masculine.”	—	$0.40
	Major Mustache	“A regal mustache of unquestionable machismo.”	—	$0.40
	Mongorian Beard	“A brutal beard of a tough Mongorian warrior.”	—	$0.40
	Mongorian Goatee	“A brutal beard of a tough Mongorian warrior.”	$2.00	$0.40
	Old Dutch Beard	“Evokes the old country.”	—	$0.40
	Pan Flautist	“Started showing up one day. Annoying, impossible to get rid of.”	—	$0.40
	Pencil Mustache	“A thin, wispy mustache.”	$2.00	$0.40
	Rapper Beard	“The best beard of all time.”	—	$0.40
	Shadow	“Ladies love the five o’clock shadow.”	—	$0.40
	Stan’s Mudbeard	“A souvenir from Pioneer Village.”	—	$0.40
	Wizard Beard	“Subtle and quick to anger.”	—	$0.40



Shit in the Back

Weapon Strap-Ons

	LVL	Name	Description	Cost	Resale
Armor Piercing	2	Small Needle	Attacks ignore up to 5 armor.	—	$0.40
	6	Small Nail	Attacks ignore up to 30 armor.	$5.00	$1.00
	7	Chef's Skewer	Attacks ignore up to 60 armor.	—	$1.40
	10	Gnome Pickaxe Head	Attacks ignore up to 100 armor.	—	$2.00
	12	Dire Bear Claw Keychain	Attacks ignore up to 200 armor.	$18.60	$3.00
	14	Shard of the Dark Lord's Crown	Attacks ignore up to 400 armor.	—	$4.00
Blocking	2	Wooden Crossguard	Deflect 10% more damage when you block.	—	$0.40
	6	Iron Crossguard	Deflect 15% more damage when you block.	$5.00	$1.00
	10	Wooden Hilt	Deflect 20% more damage when you block.	$10.00	$2.00
	13	Iron Hilt	Deflect 25% more damage when you block.	$20.00	$4.00
Damage	2	Skull Sticker	Adds 5 damage to weapon attacks.	—	$0.40
	6	Demon Sticker	Adds 20 damage to weapon attacks.	—	$1.00
	8	Roll of Quarters	Adds 50 damage to weapon attacks.	$5.00	$1.00
	10	Wooden Grip	Adds 80 damage to weapon attacks.	—	$2.00
	12	Metal Grip	Adds 100 damage to weapon attacks.	—	$2.00
	14	Rubber Grip	Adds 250 damage to weapon attacks.	$24.80	$4.00
Daze	12	Bottle of Eau de Maple Syrup	Target attacks less frequently.	—	$4.00
Fire	3	Lit Match	Adds 10 fire damage on Perfect Attack.	$2.00	$0.40
	7	Zippo Lighter	Adds 25 fire damage on Perfect Attack.	—	$1.00
	9	Small Butane Torch	Adds 50 fire damage on Perfect Attack.	—	$2.00
	13	Brimstone	Adds 100 fire damage on Perfect Attack.	—	$6.00
Filthy	2	Dead Bird	Adds 5 gross damage on Perfect Attack.	$2.00	$0.40
	4	Tuft of Ginger Pubic Hair	Adds 20 gross damage on Perfect Attack.	—	$1.00
	6	Animal Testicle	Adds 30 gross damage on Perfect Attack.	—	$2.00
	8	Zombie Flesh	Adds 50 gross damage on Perfect Attack.	—	$0.40
	11	Wad of Liposuction Fat	Adds 100 gross damage on Perfect Attack.	—	$4.00
Fortitude	12	Fortitude Patch	Gain 20% bonus HP after a magic attack.	$24.80	$4.00
Frost	6	Ice Cube	Adds 25 frost damage on Perfect Attack.	—	$1.00
	8	Moon Rock	Adds 50 frost damage on Perfect Attack.	—	$2.00
	12	Frozen Maple Syrup	Adds 100 frost damage on Perfect Attack.	—	$4.00
	LVL	Name	Description	Cost	Resale
Jagged	2	Toothpick	Adds 1 bleeding on Perfect Attack.	$2.00	$0.40
	7	Drill Bit	Adds 2 bleeding on Perfect Attack.	—	$1.00
	11	IV Needle	Adds 3 bleeding on Perfect Attack.	—	$2.00
	14	Bayonette	Adds 5 bleeding on Perfect Attack.	$20.00	$4.00
Multihit	9	Ninja Sticker	Adds 1 extra hit to melee weapons.	—	$3.00
Numbing Strike	12	Joy Buzzer	Lowers Enemy Attack on Perfect Strike.	—	$4.00
Power Gain	3	Sparkly Heart Sticker	Gain 1 PP on Perfect Attack.	—	$1.00
	7	Sparkly Star Sticker	Gain 2 PP on Perfect Attack.	—	$2.00
	11	Sparkly Unicorn Sticker	Gain 4 PP on Perfect Attack.	—	$4.00
Power Hit	8	5lb. Weight	Increases Power Attack damage for melee weapons.	—	$3.00
Rend	14	Jewpacabra Claw	Reduce target's armor by 100 on Perfect Attack.	—	$4.00
Sharp	3	Glass Shard	Adds 10% damage on Perfect Attack.	—	$0.40
	5	Shattered Anal Probe	Adds 15% damage on Perfect Attack.	—	$0.40
	7	Razor Blade	Adds 20% damage on Perfect Attack.	—	$1.00
	11	Obsidian Shard	Adds 30% damage on Perfect Attack.	—	$2.00
	12	Wire Hangar	Adds 35% damage on Perfect Attack.	—	$2.00
	13	Broken Saw Blade	Adds 40% damage on Perfect Attack.	—	$4.00
Shield Smash	2	Small Shield Sticker	Attacks remove an additional 1 from shields.	—	$0.40
	7	Large Shield Sticker	Attacks remove an additional 3 from shields.	$5.00	$1.00
	12	Broken Shield Sticker	Attacks remove an additional 5 from shields.	$24.80	$4.00
Shock	3	Lightning Sticker	Adds 10 shock damage on Perfect Attack.	$2.00	$0.40
	5	Alien Energy Crystal	Adds 15 shock damage on Perfect Attack.	—	$0.40
	6	Small Battery	Adds 25 shock damage on Perfect Attack.	—	$1.00
	8	Tesla Coil	Adds 50 shock damage on Perfect Attack.	—	$2.00
	13	Lightning Rod	Adds 100 shock damage on Perfect Attack.	—	$4.00
Vampirism	5	Cult Pamphlet	Drain up to 25 HP from bleeding targets.	—	$0.40
	8	Plastic Vampire Teeth	Drain up to 50 HP from bleeding targets.	—	$1.00
	12	Grave Dirt	Drain up to 100 HP from bleeding targets.	—	$2.00
	14	Hot Topic Catalog	Drain up to 250 HP from bleeding targets.	$20.00	$4.00
Weaken	8	Page of Unfinished Homework	Reduces target's defenses on Perfect Attack.	$5.00	$1.00

Shit in the Back

Equipment Patches

	LVL	Name	Description	Cost	Resale
Eeww...	7	Moldy Patch	Deal 10% more gross damage.	$10.00	$2.00
	12	Fungus Patch	Deal 25% more gross damage.	—	$2.00
Life Drain	4	Ghost Patch	Each attack leeches 10 HP from your target.	—	$0.40
	7	ManBearPig Hoof	Each attack leeches 50 HP from your target.	—	$1.00
	13	Prenuptial Document	Each attack leeches 100 HP from your target.	$10.00	$2.00
Brutish	7	Axe Patch	Deal 10% more two-handed weapon damage.	$5.00	$1.00
	12	Katana Patch	Deal 20% more two-handed weapon damage.	—	$2.00
Lonely	7	Mace Patch	Deal 10% more one-handed weapon damage.	$5.00	$1.00
	12	Fencing Patch	Deal 20% more one-handed weapon damage.	—	$2.00
Melee Fighter	4	Duelist's Patch	Melee weapon attacks inflict 10 more damage.	—	$0.40
	8	Pentagram Patch	Melee weapon attacks inflict 50 more damage.	—	$1.00
	11	Iron Skewers	Melee weapon attacks inflict 100 more damage.	—	$2.00
	13	Barbarian Patch	Melee weapon attacks inflict 200 more damage.	—	$4.00
Ranged	4	Arrow Patch	Ranged attacks do 5 more damage.	—	$0.40
	7	Quiver Patch	Deal 10% more bow damage.	$5.00	$1.00
	7	Fingerless Glove Patch	Deal 10% more thrown weapon damage.	$5.00	$1.00
	8	Valkyrie Patch	Ranged attacks do 40 more damage.	—	$1.00
	12	Elven Archer Patch	Ranged attacks do 80 more damage.	—	$2.00
	12	Gauntlet Patch	Deal 20% more thrown weapon damage.	—	$2.00
	12	Crossbow Patch	Deal 20% more bow damage.	—	$4.00
	13	Ranger Patch	Ranged attacks do 100 more damage.	—	$4.00
Bzzzt!	7	Circuit Patch	Deal 10% more shock damage.	—	$2.00
	12	Jellyfish Patch	Deal 25% more shock damage.	—	$2.00
Ability Damage	6	Weightlifting Patch	Abilities do 10% more damage.	$10.00	$2.00
	13	Superhero Patch	Abilities do 20% more damage.	—	$4.00
Armor	1	Suit of Armor Patch	Adds 5 armor, reducing enemy attacks.	—	$0.40
	4	Alien Defensive Matrix	Adds 7 armor, reducing enemy attacks.	—	$1.00
	5	Samurai Warrior Patch	Adds 10 armor, reducing enemy attacks.	—	$1.00
	7	Exoskeleton Patch	Adds 15 armor, reducing enemy attacks.	—	$2.00
	10	Self Defense Patch	Adds 25 armor, reducing enemy attacks.	—	$2.00
	14	Tactical Armor Pad	Adds 40 armor, reducing enemy attacks.	—	$4.00
Bulky	6	Elvish Loyalty Patch	Increases max HP by 5%.	—	$1.00
	10	Miner's Patch	Increases max HP by 10%.	—	$2.00
	13	Brown Badge of Courage	Increases max HP by 15%.	—	$4.00
Fan the Flames	7	Flame Patch	Fire damage increases by 10%.	—	$1.00
	12	Ghost Pepper	Fire damage increases by 25%.	—	$2.00
Frost	7	Snowball Patch	Deal 10% more frost damage.	—	$1.00
	12	Avalanche Awareness Patch	Deal 25% more Frost Damage.	—	$2.00
Full of PP!	7	Daywalker's Patch	Max PP increases by 2.	—	$1.00
	12	Federation Badge	Max PP increases by 3.	—	$2.00

	LVL	Name	Description	Cost	Resale
Magnets	3	Buckyball Magnets	Gain 10% additional money.	—	$1.00
	7	Small Magnet	Gain 20% additional money.	—	$2.00
Surge	2	Bow and Arrow Patch	Gain 1 PP when you deal a ranged attack.	—	$1.00
	3	Cheerleader's Patch	Gain 1 PP each turn.	—	$1.00
	3	Flaming Sword Patch	Gain 2 PP when you deal fire damage.	—	$1.00
	3	Action Hero Badge	Gain 2 PP when you kill an opponent.	—	$1.00
	3	Shard of a Beer Bottle	Gain 1 PP when you deal a melee attack.	$5.00	$1.00
	4	Shit-Stained Badge	Gain 2 PP when you deal gross damage.	—	$1.00
	4	Red Cross Badge	Gain 1 PP when healed.	—	$1.00
	6	Crossed Swords Patch	Gain 1 PP when you block an attack.	$5.00	$1.00
	6	Snowflake Patch	Gain 2 PP when you deal frost damage.	—	$1.00
	7	Amazon Patch	Gain 2 PP when you deal a ranged attack.	—	$2.00
	7	Sword Patch	Gain 2 PP when you deal a melee attack.	—	$2.00
	7	Boxing Badge	Gain 5 PP when you kill an opponent.	—	$1.50
	7	South Park Cows Patch	Gain 3 PP each turn.	—	$2.00
	8	Battery Label	Gain 1 PP when you deal shock damage.	—	$1.00
	10	Burning Skull Patch	Gain 5 PP when you deal fire damage.	—	$2.00
	10	Sword and Shield Patch	Gain 2 PP when you block an attack.	$10.00	$2.00
	10	Don't Tread on Me Patch	Gain 1 PP when you take damage.	—	$2.00
	11	Mr. Yuck Patch	Gain 5 PP when you deal gross damage.	—	$2.00
	12	Frozen Skull Patch	Gain 5 PP when you deal frost damage.	—	$2.00
	12	High Voltage Warning Label	Gain 3 PP when you deal shock damage.	—	$2.00
	13	Ankh Pendant	Gain 2 PP when you take damage.	—	$3.00
	13	Dairy Council Patch	Gain 5 PP each turn.	—	$4.00
Blessed	11	Jesus Loves Me Patch	Gain Rebirth at the start of combat.	—	$2.00
Healer's Balm	3	Healer's Patch	Regain 25 extra HP when healed.	—	$0.40
	10	Socialized Medicine Patch	Regain 100 extra HP when healed.	$12.40	$2.00
	14	Purple Heart Badge	Regain 250 extra HP when healed.	—	$4.00
Regeneration	4	Bubble Gum Wrapper	Heal 5 HP each turn in combat.	—	$0.40
	6	Candy Bar Wrapper	Heal 25 HP each turn in combat.	$5.00	$1.00
	9	Rock Candy Wrapper	Heal 50 HP each turn in combat.	—	$2.00
	12	Golden Ticket	Heal 100 HP each turn in combat.	—	$4.00
Thorns	2	Studded Dog Collar	Melee-attacking enemies take up to 10 damage.	—	$0.40
	8	Thorny Branch	Melee-attacking enemies take up to 25 damage.	$5.00	$1.00
	12	Demon Claw	Melee-attacking enemies take up to 75 damage.	$12.40	$2.00
	14	Barbed Wire Patch	Melee-attacking enemies take up to 200 damage.	—	$4.00
Vengenace	8	ManBearPig Ear	Deal 15% more damage when below 25% health.	—	$1.00
	11	White Whale Patch	Deal 20% more damage when below 25% health.	—	$2.00
	14	Six-Fingered Hand Patch	Deal 30% more damage when below 25% health.	$20.00	$4.00
Battle Rage	13	Berserker Patch	Gain Attack Up at the start of combat.	—	$2.00
Cautious	13	Turtle Patch	Gain Defense Up at the start of combat.	—	$2.00